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ISSUE

AMIGA ACTION

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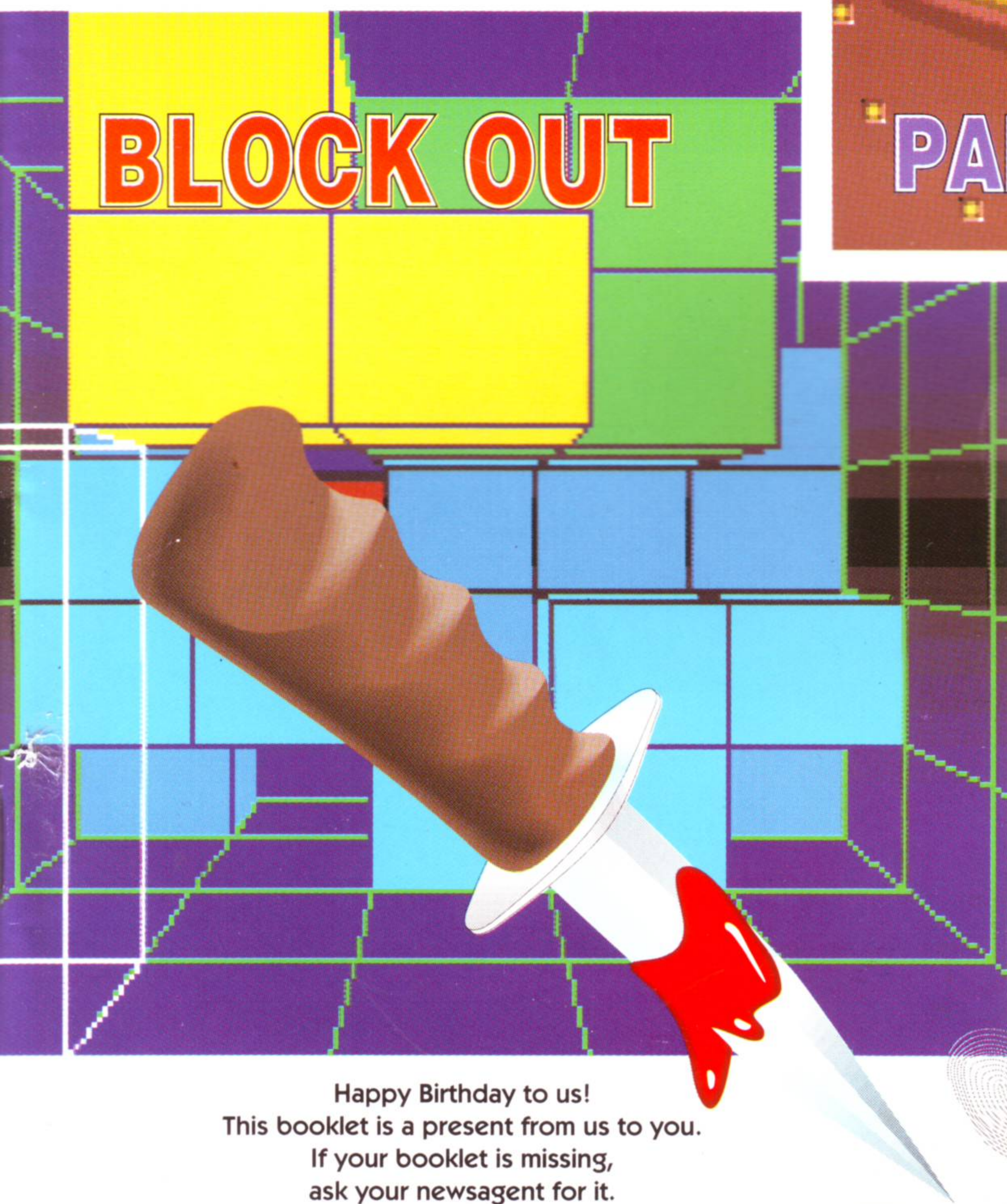
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PARADROID '90



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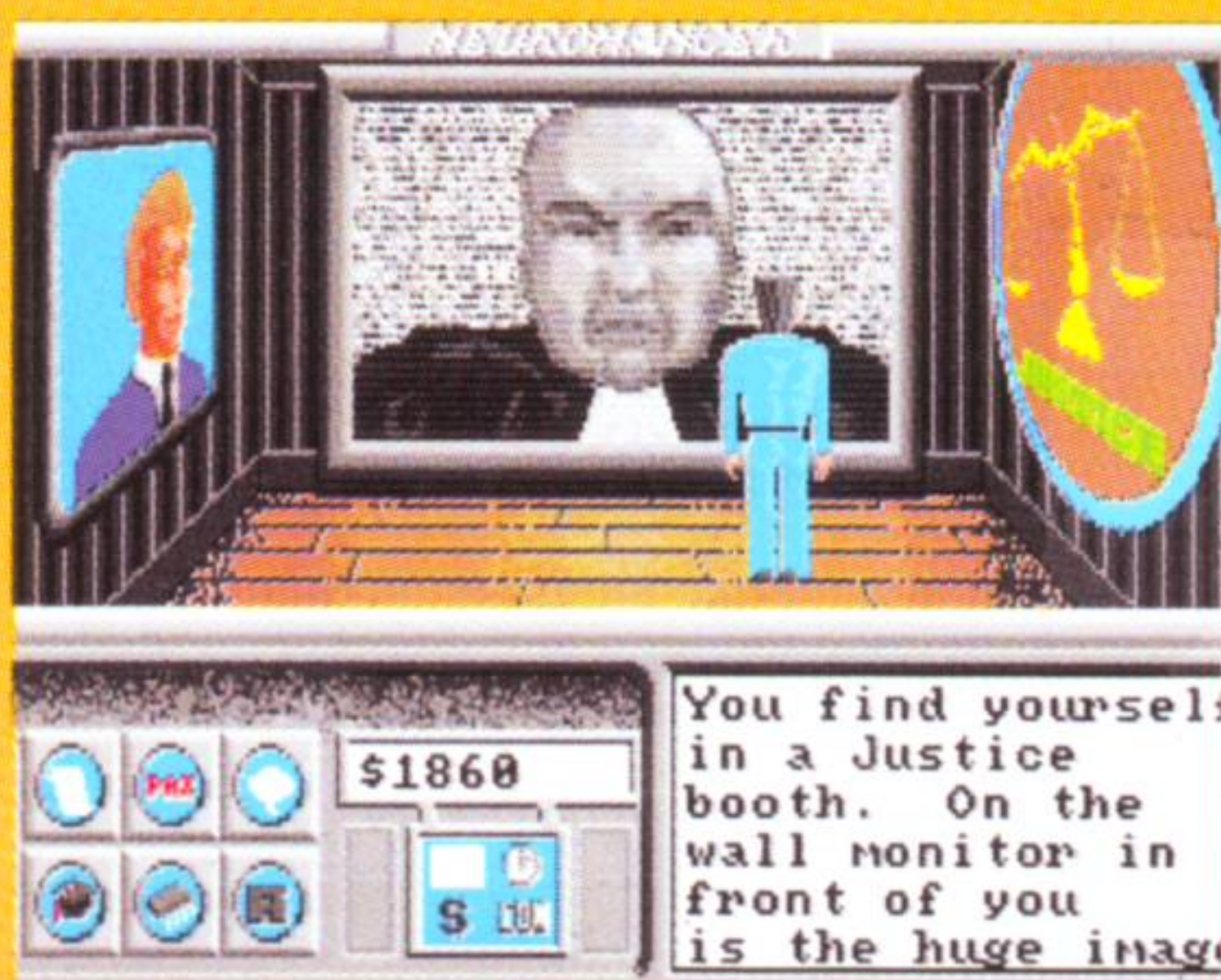


POLICE QUEST II

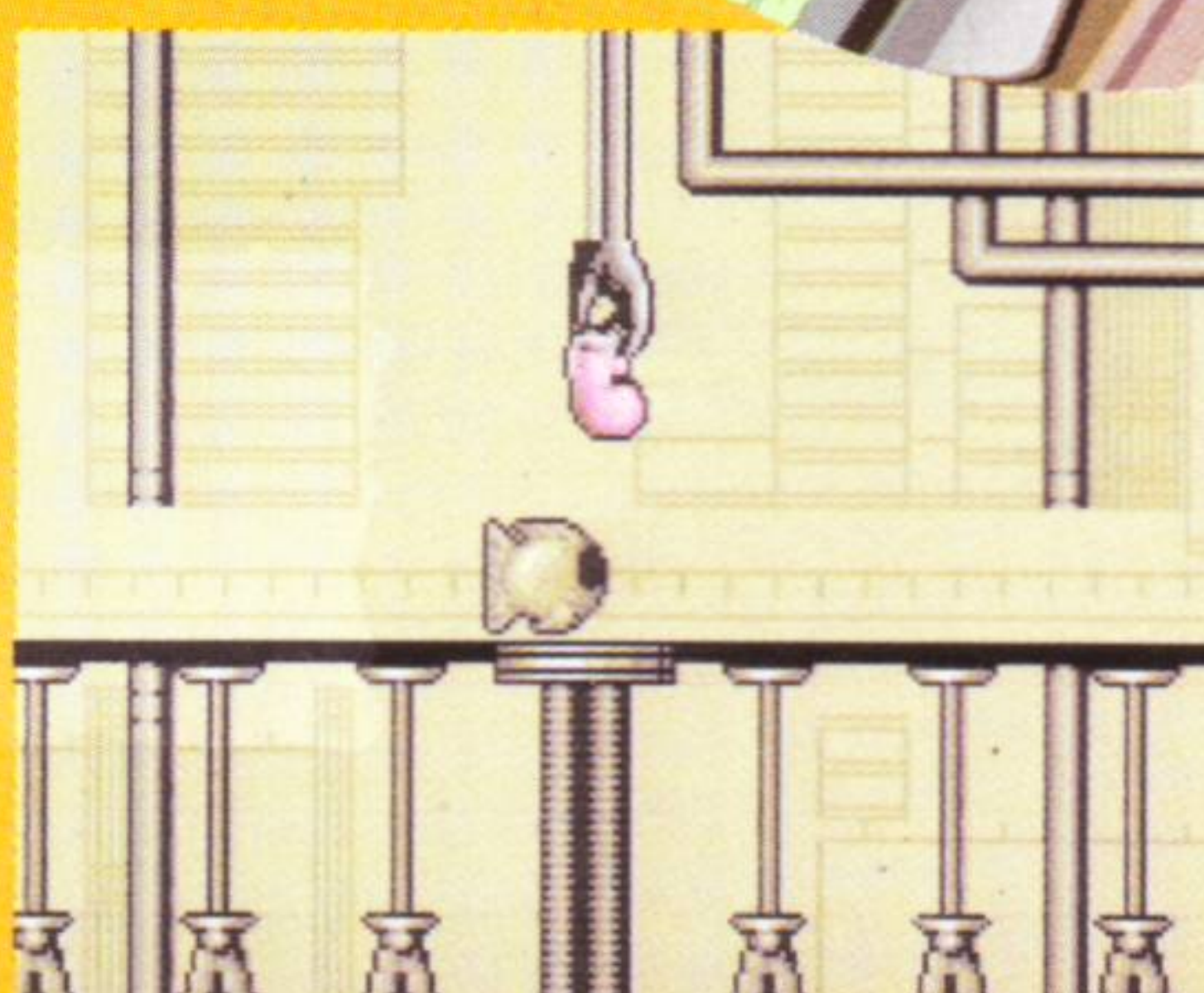
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NEUROMANCER



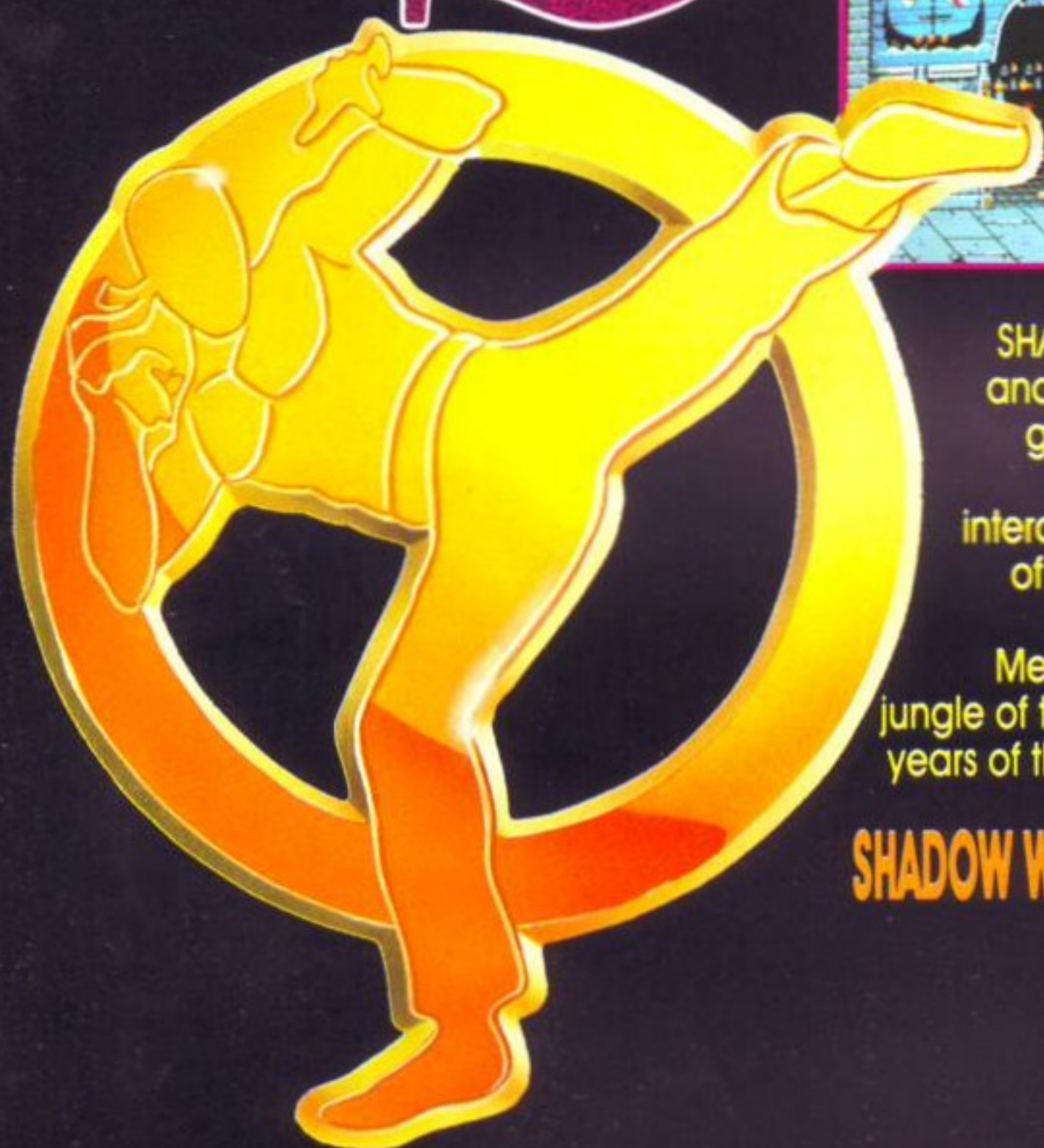
MONTY PYTHON



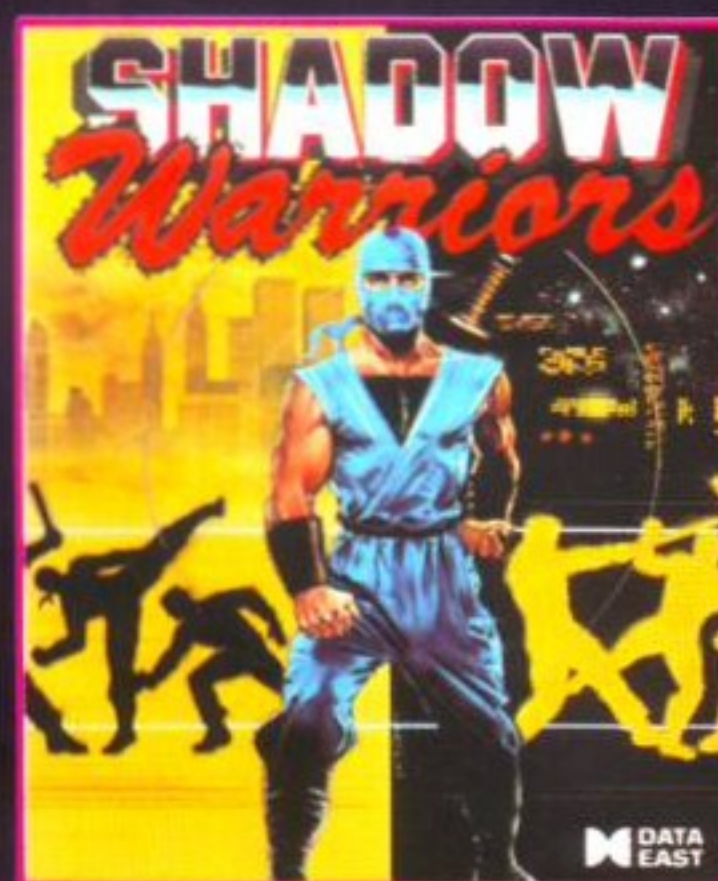
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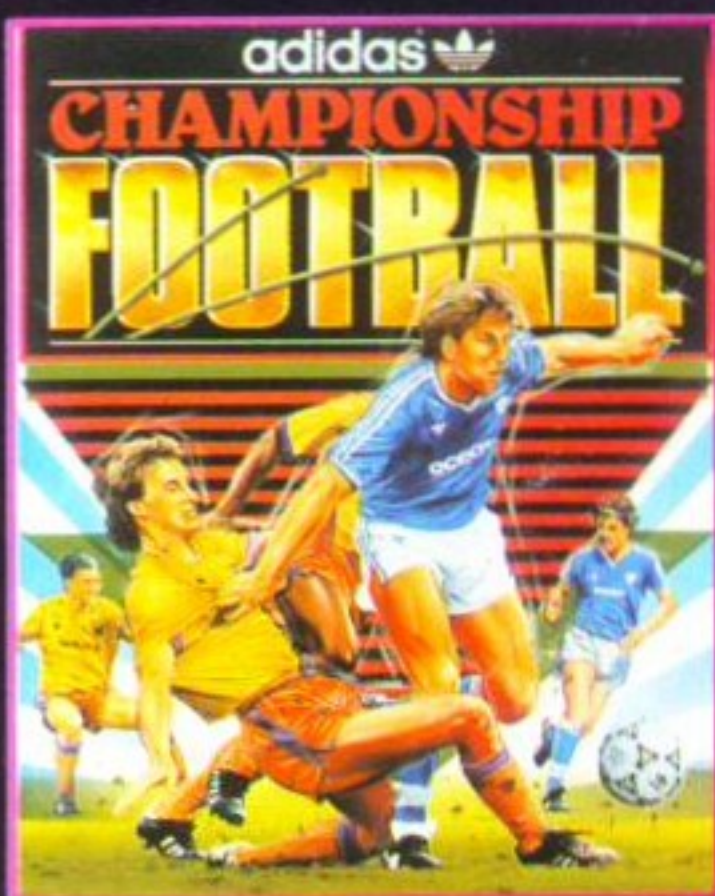
SIGNS



SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer
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 interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips...
 Take your techniques to the streets
SHADOW WARRIOR...the hero of the nineties.



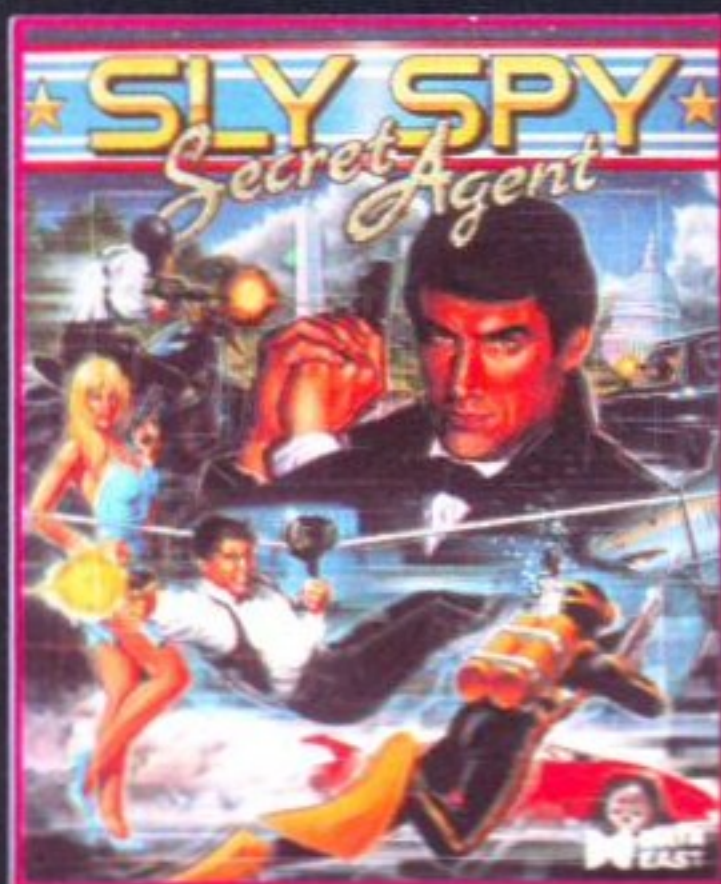
MIC



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THE TIMES



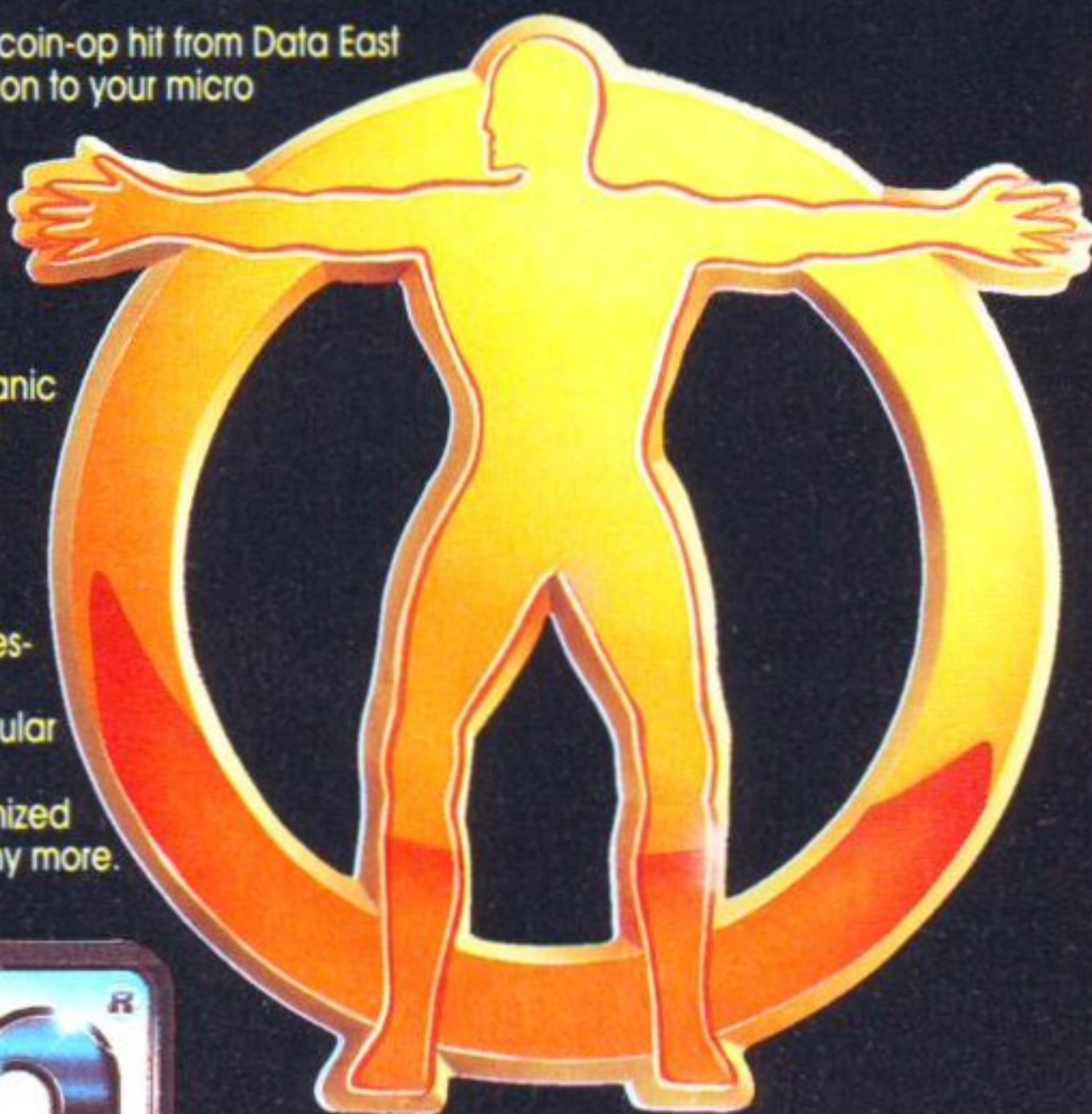
The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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CREDITS:

PUBLISHED BY:

INTERACTIVE PUBLISHING LTD,
'EUROPA HOUSE', ADLINGTON PARK,
ADLINGTON, MACCLESFIELD,
CHESHIRE. SK10 4NP.
TELEPHONE: (0625) 878888
FAX: (0625) 879966

PUBLISHER: HUGH GOLLNER

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(ISSUE 11 ALSO BY JANE GOLLNER AND NOT
CHRIS STEVENS AS ORIGINALLY STATED)

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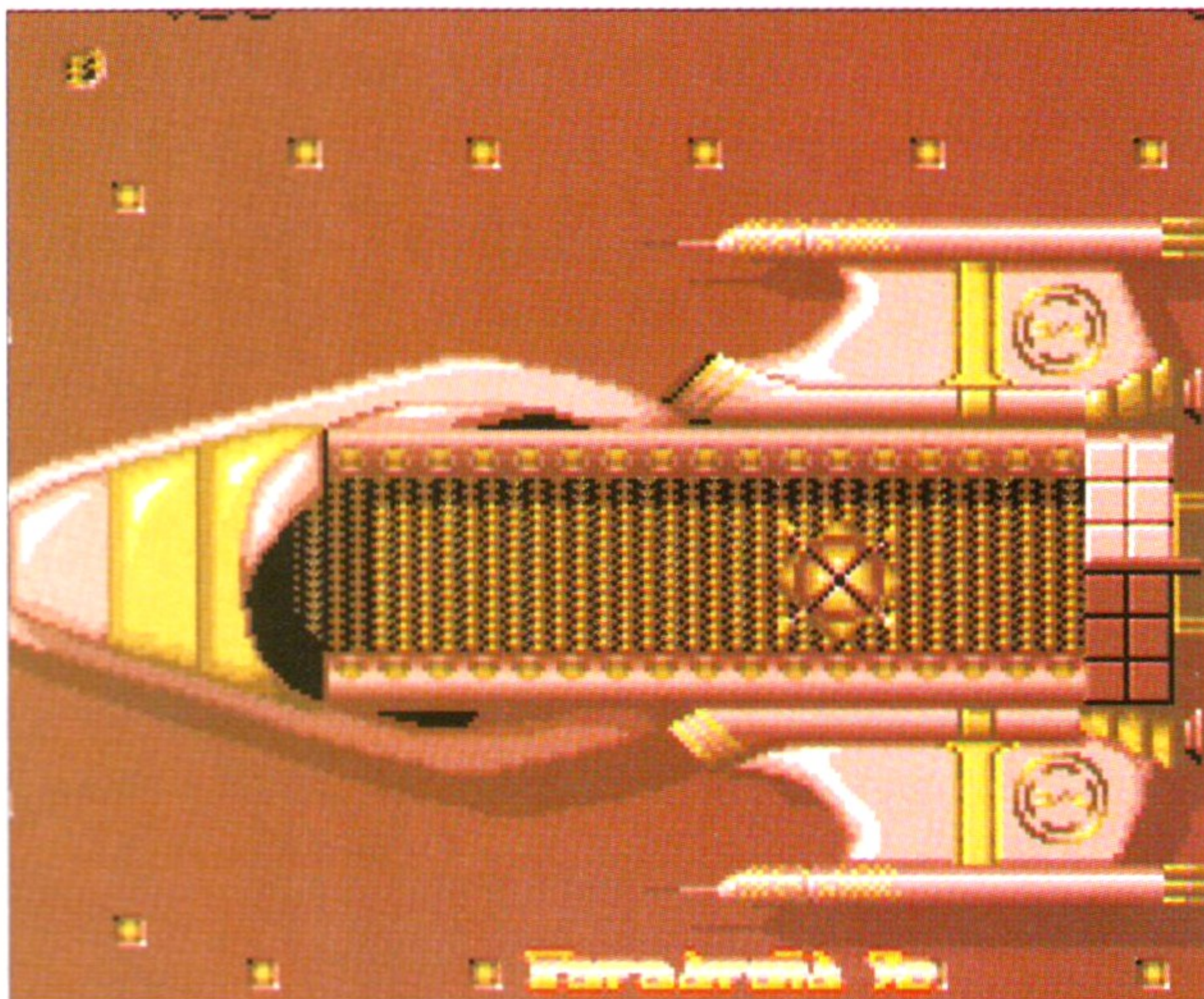
TEL (0625) 859555 FAX (0625) 879966

PRINTED BY: CRADLEY PRINT,

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CONT



PARADROID '90

You've read the diary of how it began, now check out the final review as Andy Braybrook's 16-bit version of the 64 classic finally arrives. With loads of decks crammed full with marauding robots, you must clear them all before making your way to the next.

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The Daily Chronicle

July 15 1920

GOLDEN
GRADE by
3d Sunny



NOVICE

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WOODY &
WELLS
ESTATE AGENTS

MURDER!

Sleuth is called in to investigate foul play at Spookhill Priory.

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of
hysteria

THE
HARRISON
Adding
Machine
SIMPLY THE
BEST

MURDER

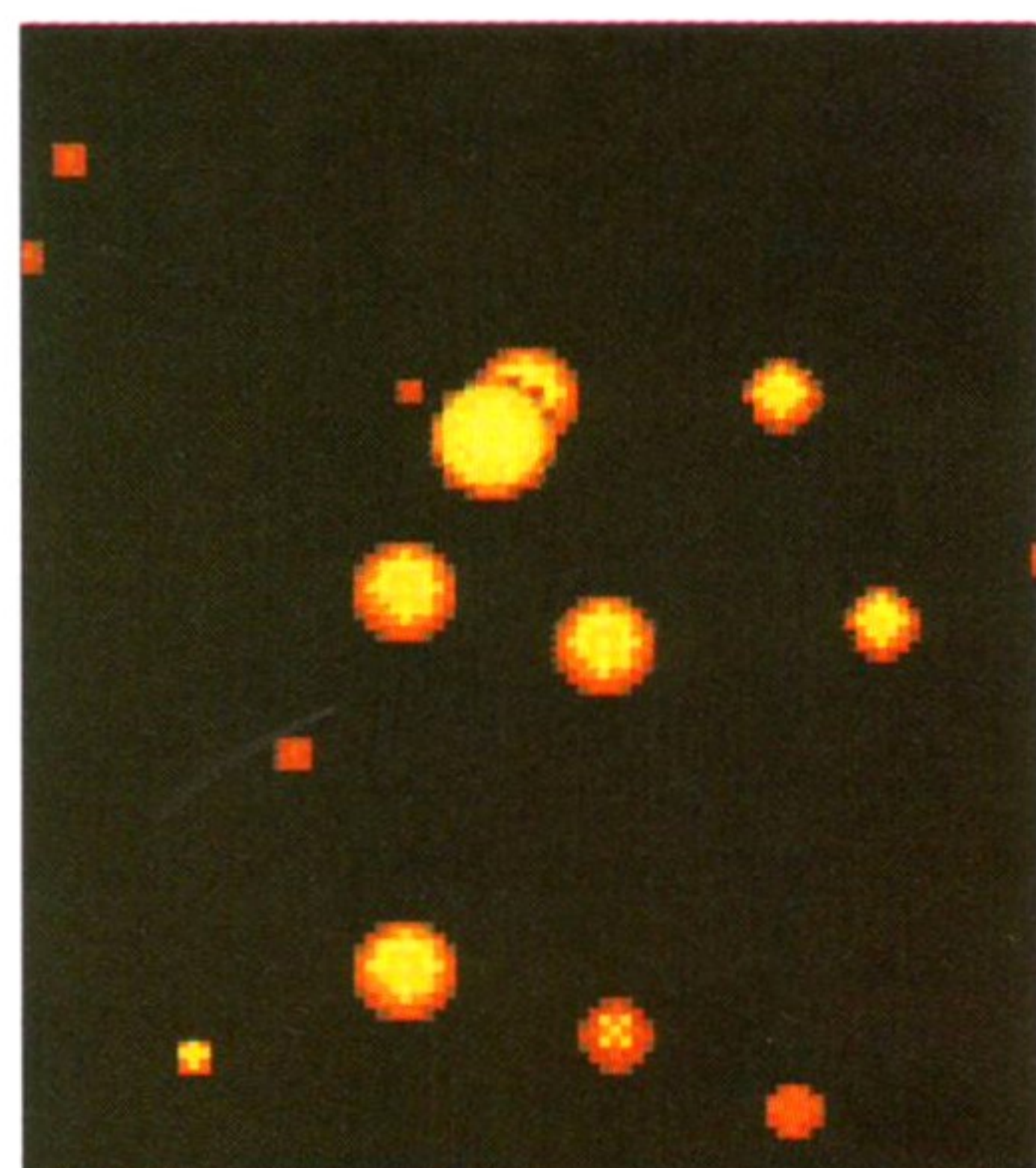
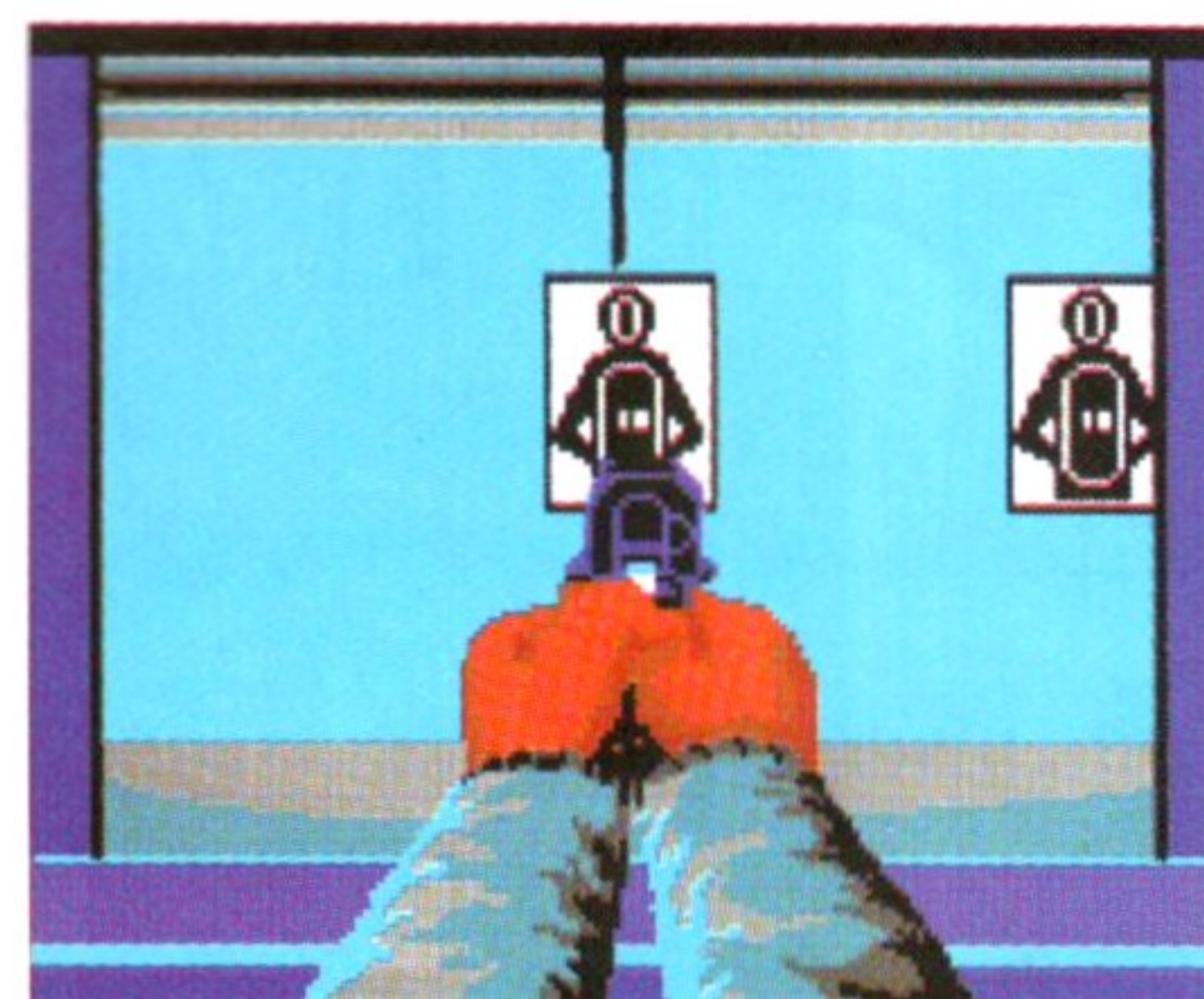
U.S. Gold's answer to Agatha Christie involves solving the crime of the title. By picking up vital evidence and interrogating people, the evidence will slowly fit together.

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POLICE QUEST II

Sierra's answer to Don Johnson, Sonny Bonds, returns to once again face the Death Angel.

66



EA's long-awaited space opera arrives at last, with hundreds of planets awaiting your every move.

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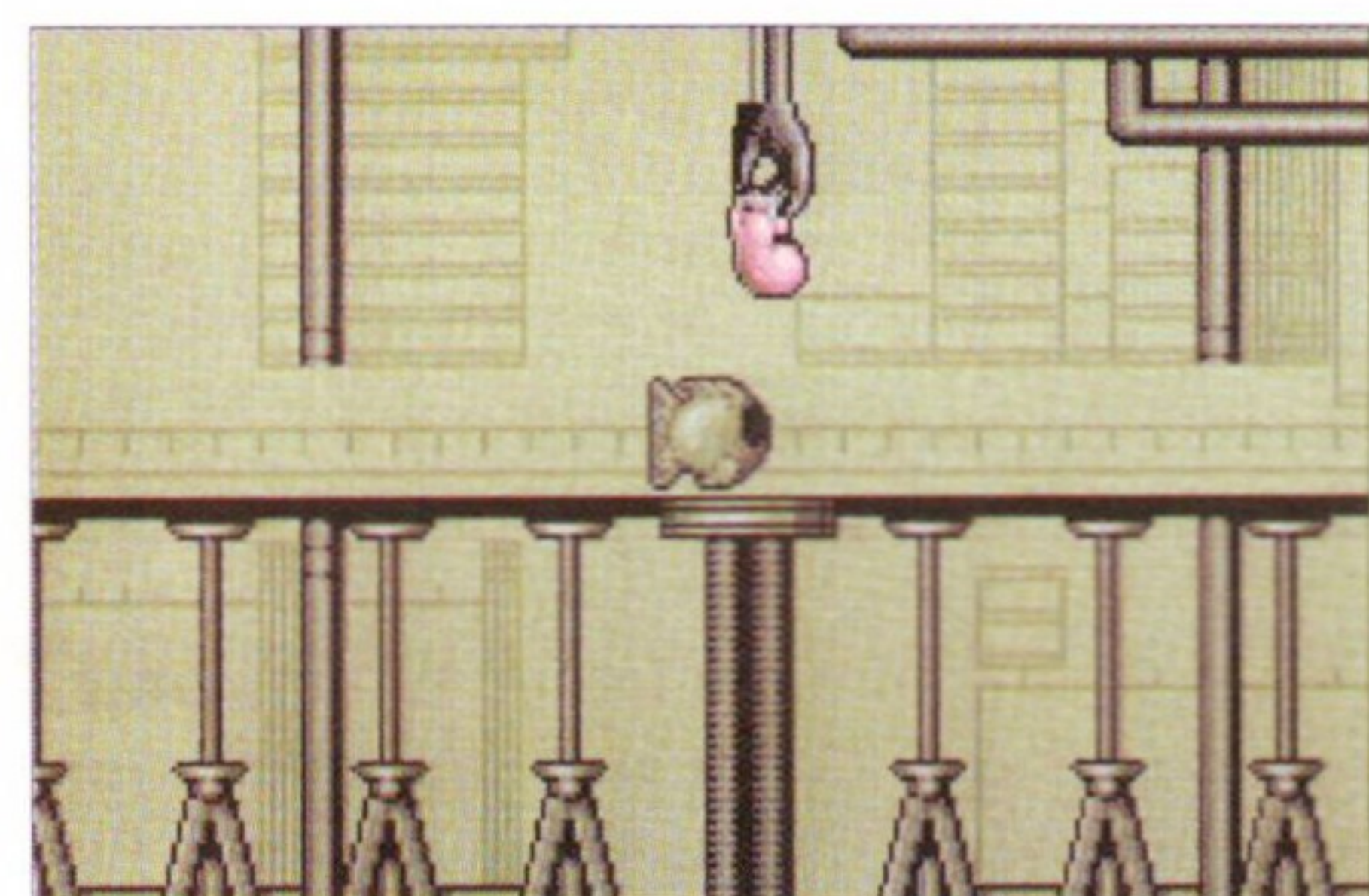
COLONEL'S BEQUEST

One of the many Sierra games reviewed this month and, arguably, one of their best. Can you solve the mystery?

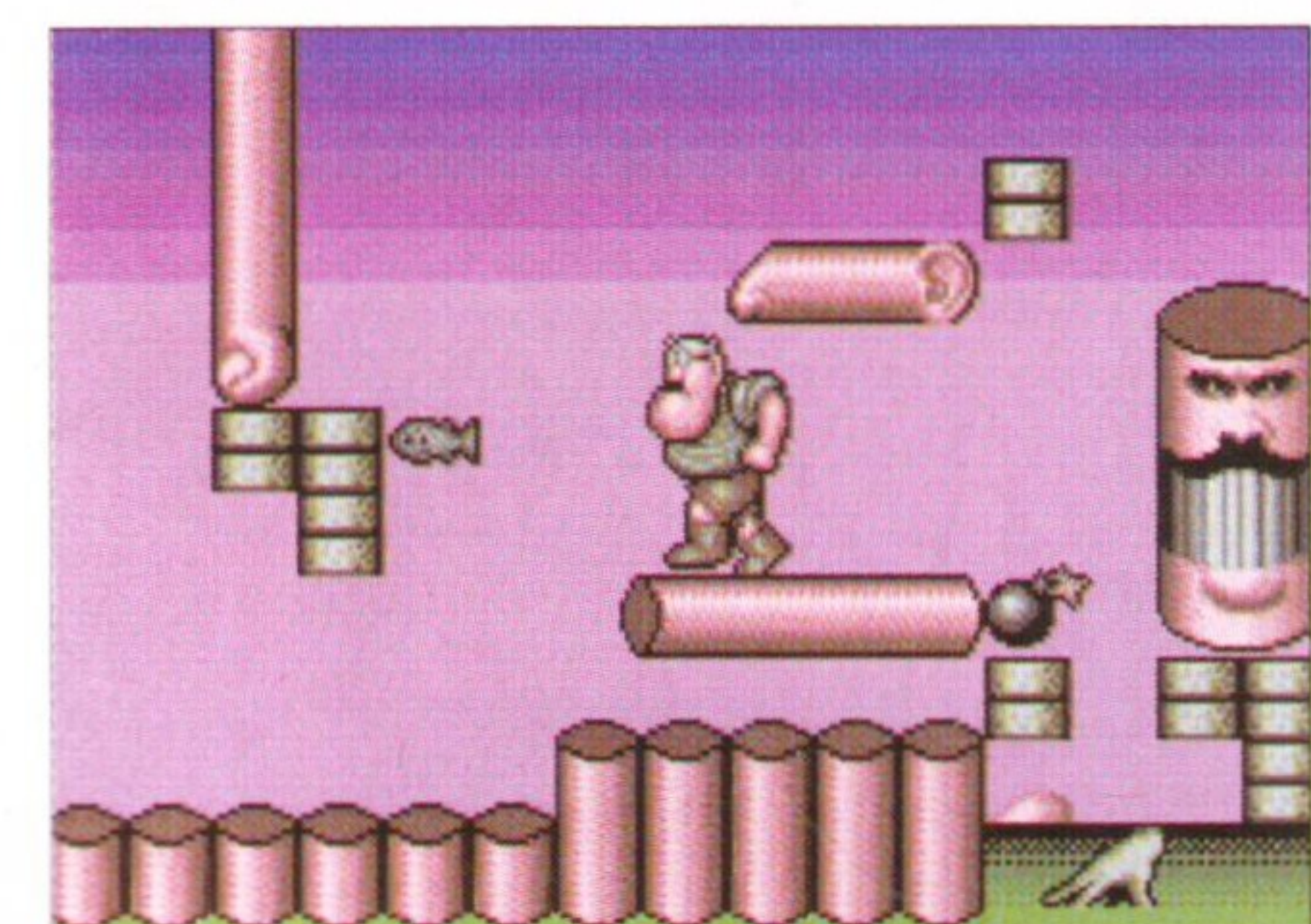
36

THANK YOU, THANK YOU...

Well, here we are, one year old and still bringing you all the best news and reviews regarding Amiga gaming. Since our first issue, we have seen over three hundred games, ranging from such classics as Retaliator and Kick Off II to such forgettable dross as Dark Century and Castle Warrior. Not to mention games that we had hoped to review 'next month' (famous words, those!), including Tusker, Mars Cops, and others. Without getting big-headed, we'd like to think that we've managed to become one of the more informative games mags out, and the main reason for this is YOU. Without your valuable input and criticisms, Amiga Action would be the same today as it was twelve months ago. However, by listening to your words of wisdom, we've smoothed any rough edges and - hopefully - have become the magazine you want to read. So a very big thank you to you for your help - we couldn't have done it without you.



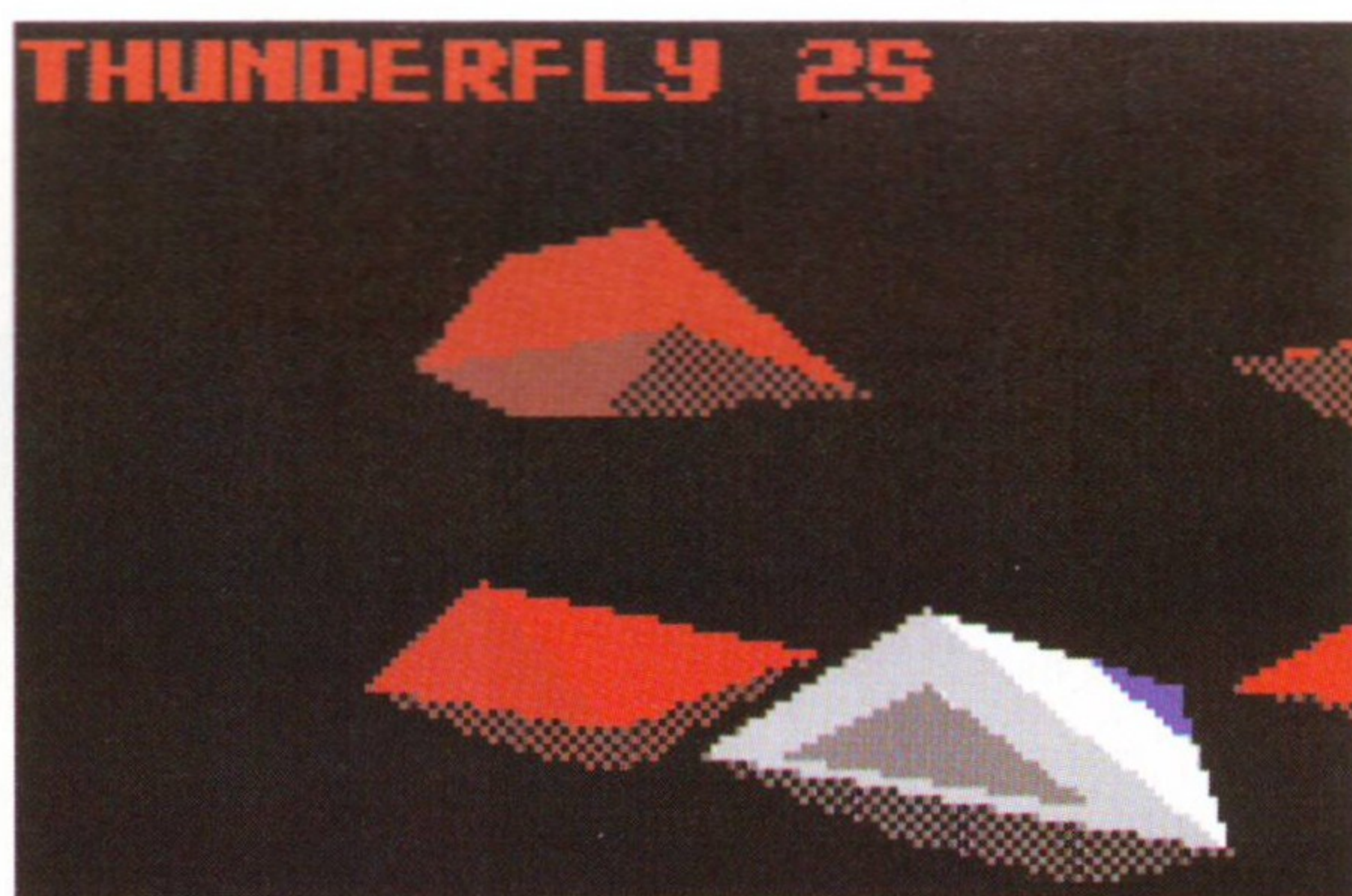
MONTY PYTHON



And now for something completely different - a game based on the oddball seventies' comedy series. Join Gumby in his quest or brain cells in this madcap shoot'em-up.

22

THUNDERSTRIKE



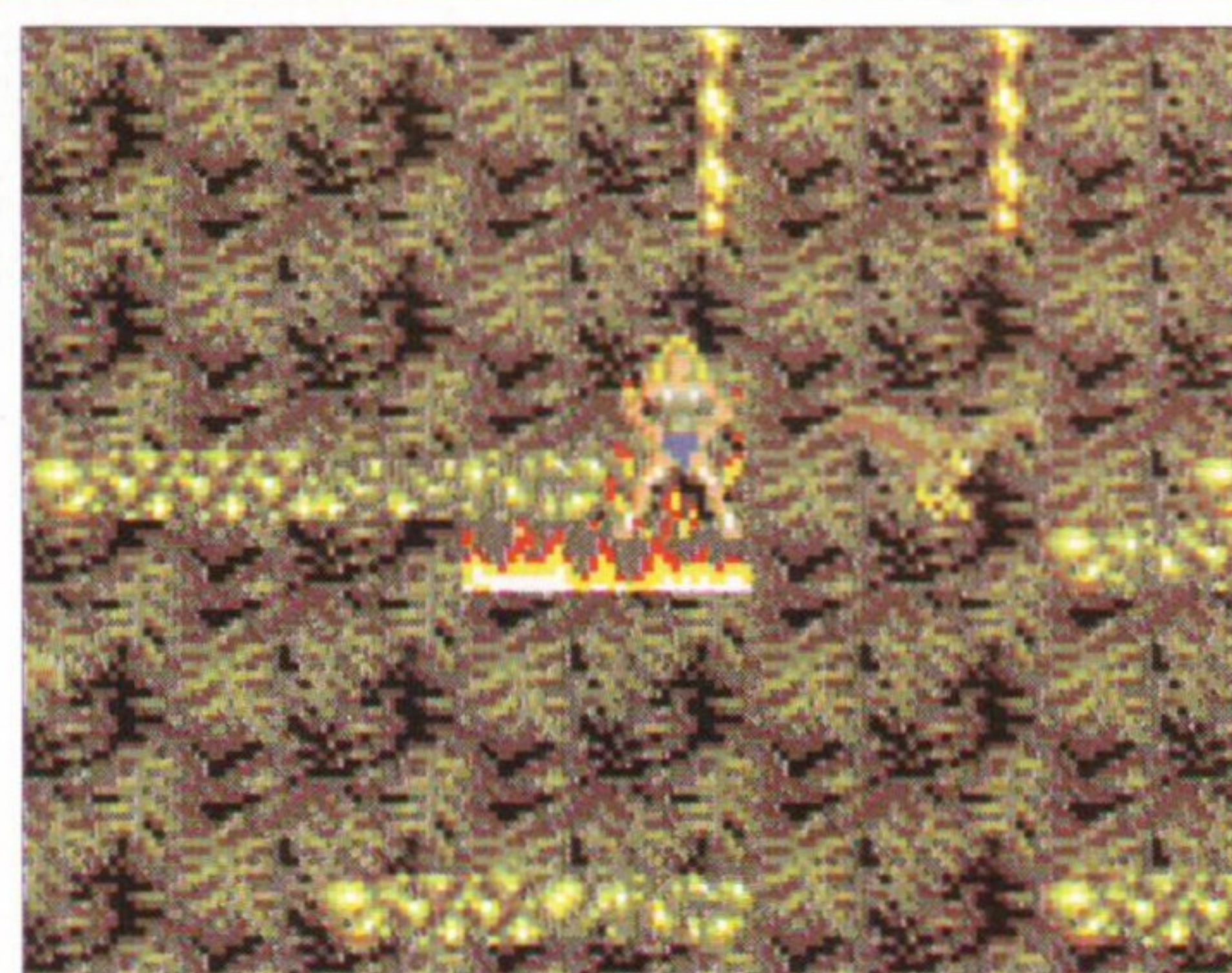
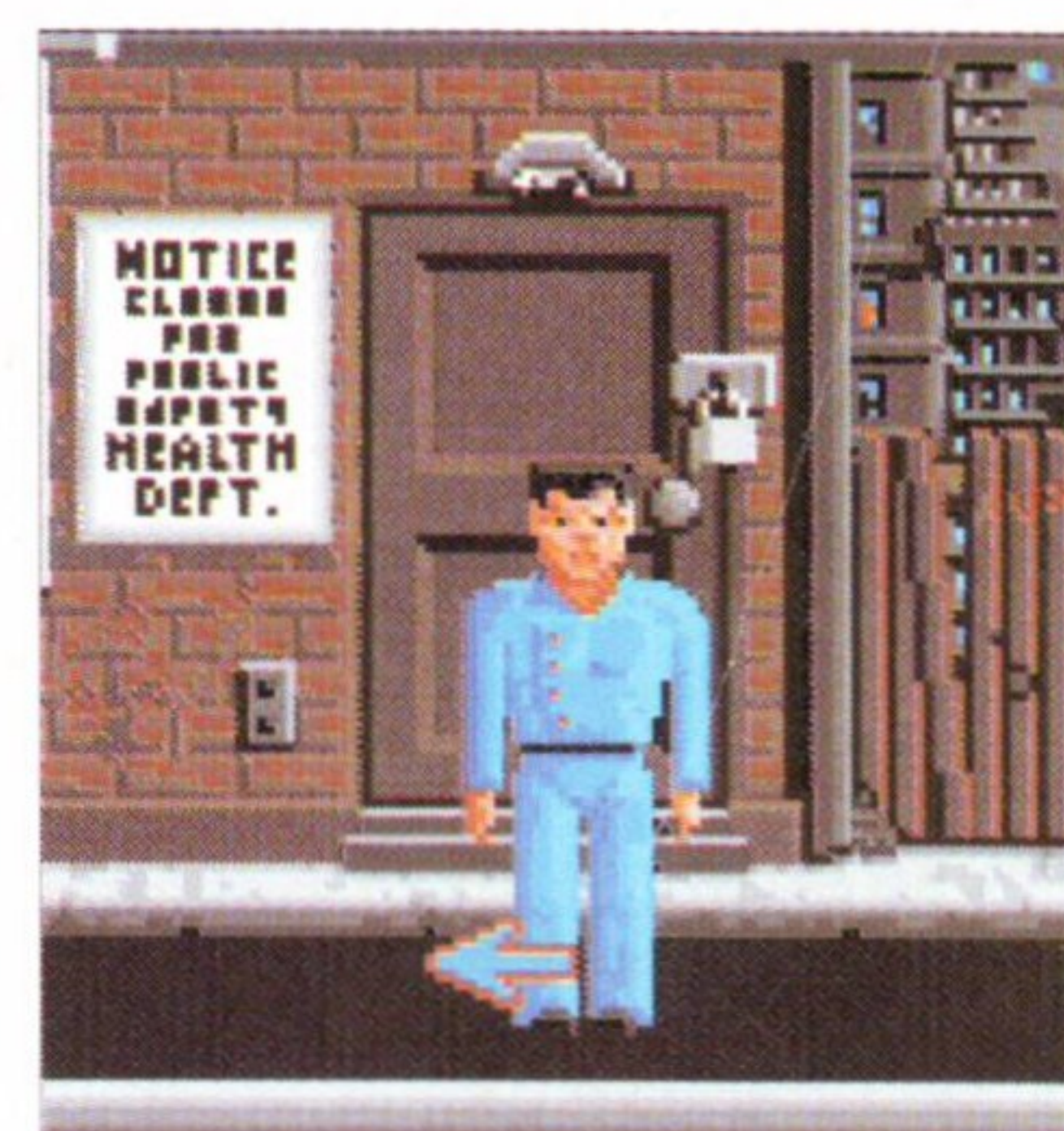
A cross between Virus and Resolution 101, dare you take part in Millenium's futuristic TV game

40

NEUROMANCER

William Gibson's cyberpunk classic appears on the Amiga, courtesy of Electronic Arts.

62



YOLANDA

Steve Bak returns with an updated version of his old 64 platform classic, Hercules. With twelve arduous tasks ahead of her, can Yolanda break her curse?

46

SNIPPETS

CHE, CHE, CHE.

This has got to be a wind up! Actual Screenshots/CRL's next licence is a game based on none other than Ernesto 'Che' Guevara! Famous for wearing a beret and causing uproar in Bolivia, Che apparently kept a diary of his battles and it is these that CRL are basing the game on. The game is a battle simulator with your ultimate aim being to take over Bolivia's capital, La Paz. Well, that's baout it really - what can we say! I mean, who can we expect next? Amin - the game of a tortured soul? Adolf - an everyday story of a friendly Nazi! Expect a review when it is released soon, priced 24.95.

TURRICAN RETURNS IN MONSTER COMEBACK SCANDAL!

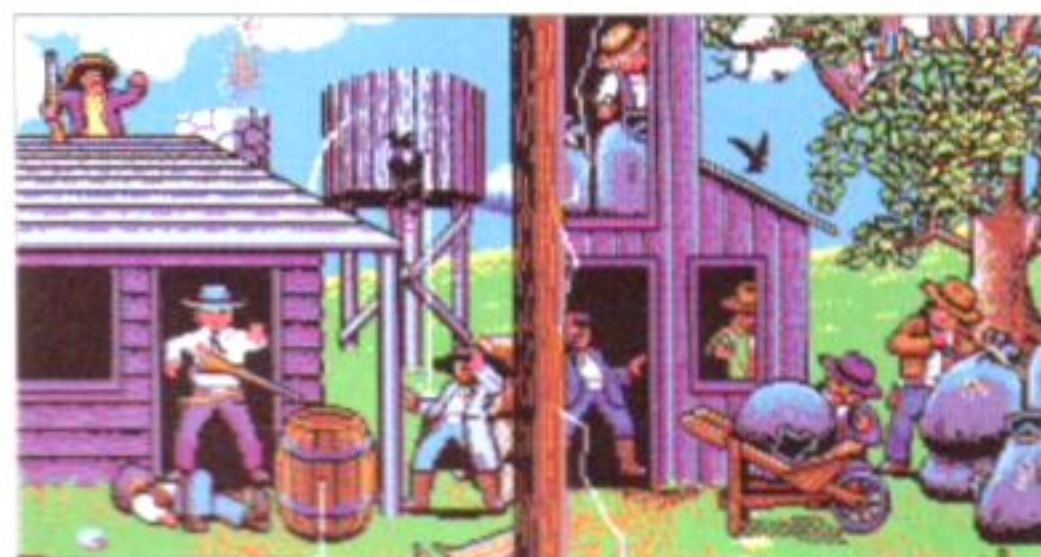
Yes, you thought you had destroyed Morgul didn't you? After battling through each of Turrican's danger-filled stage, you actually thought that the confrontation with the evil dream demon would be the last you saw of him. Not so, because the evil demo will be making a welcome comeback near Christmas in Turrican II. The same programmer is behind the game, and Turrican II is rumoured to feature improved graphics, better sound and - get this - an even bigger play area. Details are sketchy at the time of writing, but more news as and when we receive it.



Once again, prepare to do battle with the army of the evil dream demon - who knows, this time he may stay dead!

OCEAN'S RUN UP FOR CHRISTMAS

Better known as Chase H.Q. II, S.C.I is being programmed by Ice software, the team behind Turbo Outrun. The original coin-op took the basic cops'n'robbers theme of Chase and added extra weapons and dangerous weather conditions, along with classier graphics and a thumping soundtrack. The conversion is at quite an early stage at present, with the larger cop car careering uncontrollably from side to side, but from what we have seen already it looks like it could be one to look out for. Assuming the roles of the two cops, once again six criminals are on the run and it is up to you to round them up and bring them to justice. To aid you, police helicopters drop larger guns and add-ons down to you, but the enemy are armed too, so watch out. Apart from that, the basic gameplay is the same, with three turbos at your disposal and the usual networks of tunnels and winding roads. It'll be out soon,



Yee-haw! It's that rootin' tootin' roustabout Billy The Kid! Step into the spurred boots of the West's youngest gunfighter when Level Nine's adventure hits the streets soon.

priced at around the twenty quid mark.

Also due around that time is the much-speculated release of Epic, the game that was previously Goldrunner IIID. Programmed by the same guys behind Retaliator, Epic is a massive space opera with you fending off the unwanted attentions of a deadly alien species (these were the Rexxons in the original game, but what they are called now I have no idea. So far, the game is looking very nice, with the same smooth graphics that made Retaliator so

pretty and more in-depth gameplay - what's more, there's loads of blasting, too! Whether it'll be the next Elitew is anybody's guess, but it'll be out soon, priced at the twenty-five quid mark.

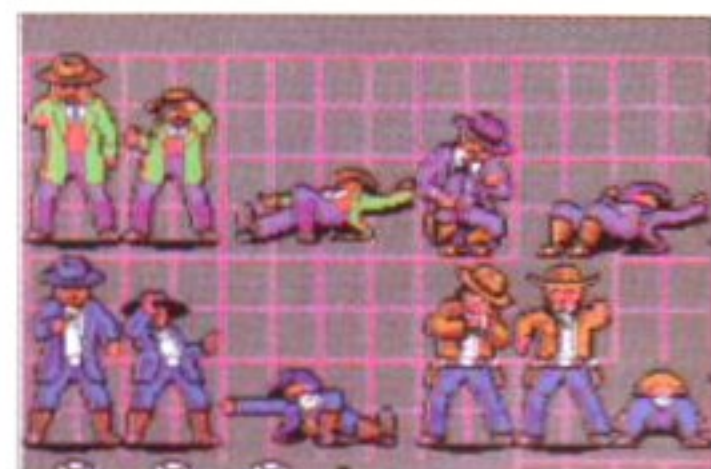
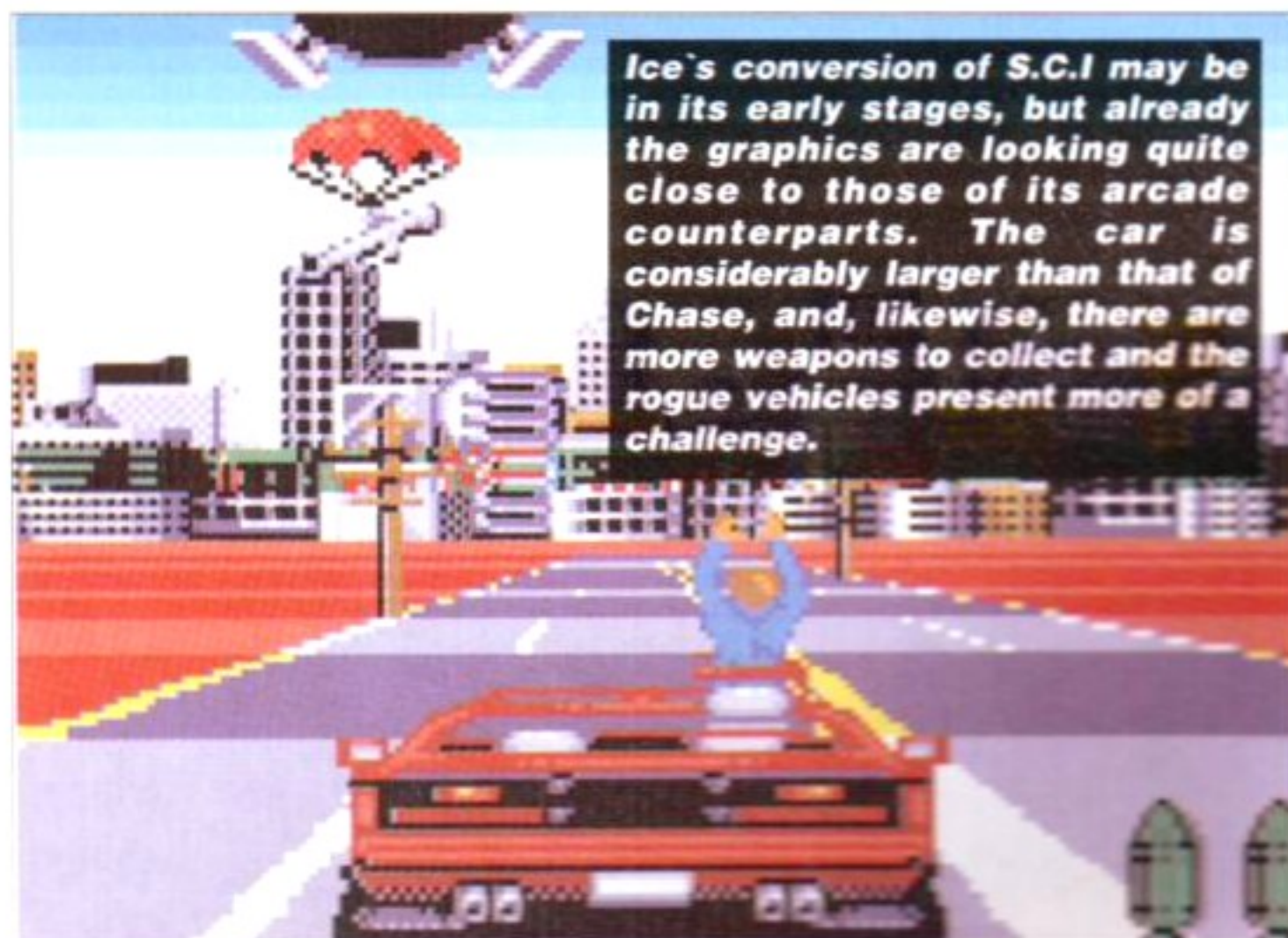
Finally, Level Nine return to the game field with what looks to be their best game yet - a western romp starring Billy The Kid. Featuring some of the best graphics to emerge from the Level Nine stable, Billy The Kid features everything you expect to encounter in a Western - gunfights, brawls, women, and beans (actually, we aren't to sure about that last one). And, that too, will be out soon priced at the twenty quid mark.

Another up and coming Ocean title is Realtime's long-awaited Battle Command. This time round, though, the gameplay is deeper and more involving.

Bad weather conditions plague your arrests, and send your patrol car skidding all over the place. However, the many enhancements that are dropped from your back-up 'chopper may make life easier.



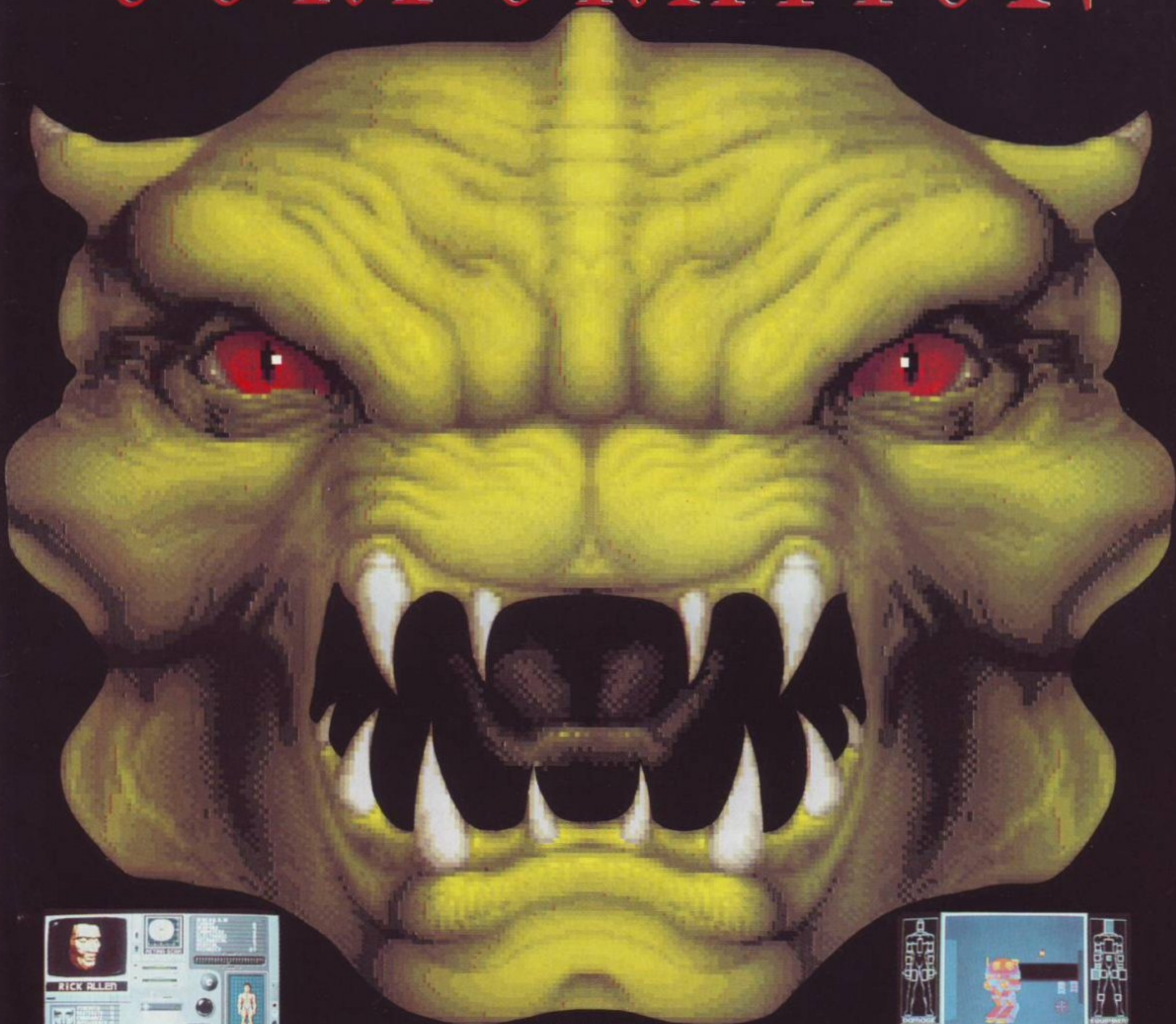
Ice's conversion of S.C.I may be in its early stages, but already the graphics are looking quite close to those of its arcade counterparts. The car is considerably larger than that of Chase, and, likewise, there are more weapons to collect and the rogue vehicles present more of a challenge.



Martin Kenwright and Co.'s Retaliator won them more than a few fans when it was released, but with Epic they take their smooth filled vectors into space so that, instead of taking on bogeys you are battling things that resemble them!



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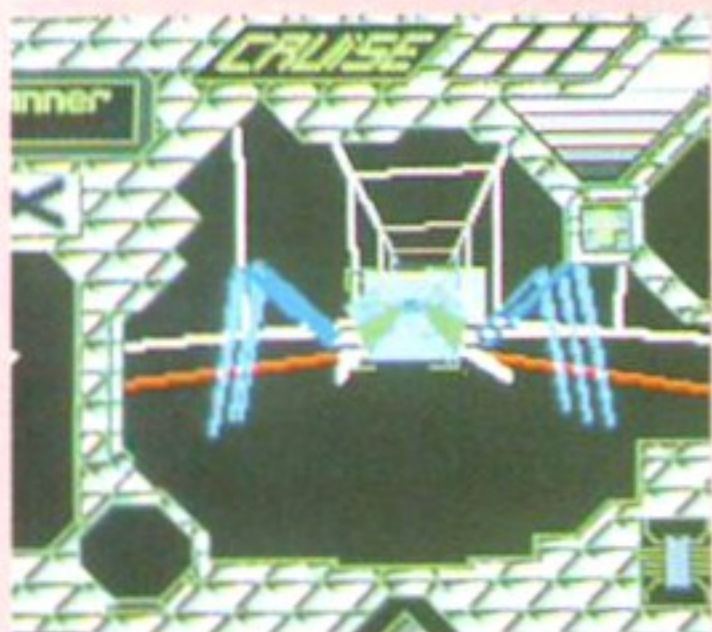
- Total freedom of movement throughout a 3 dimensional environment.
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- Featuring a unique self-portrait digitized image (see pack for details).

SNIPPETS

EA FLIES UNDONE

Imagine a time where space technology has advanced so far that the ships resemble insects. Where mighty battlecruisers are built in the image of centipedes and the smaller, attacking ships, like scorpions. Well, this is what to expect from Electronic Arts' newest release, Magic Fly. Written by Jeff Lawson, Magic Fly is a space adventure in which you are a member of the titular attack squadron. Organised crime has reached a worse proportion than ever before, and your squadron has been put together to wipe it out. Thus, a number of missions have been given to you which, when completed, will gradually wipe out the space mafiosa.

Featuring smooth 3D graphics and fast shoot'em-up action, Magic Fly is billed for an August release, priced at £24.99. The review will, hopefully, be in next month's issue so keep watching this space.



Jeff Lawson, programmer of Spitfire 40, returns with a space game not for anachrophobics - Magic Fly.

DOMARK TAKE TO THE SKIES

Fresh from the success of Klax and those Robot Monsters, Domark's latest venture is a flight sim. Based on the MiG-29, the Soviet Union's most advanced plane, you must embark on one of many missions and make your way up through the ranks. The game is viewed - as with most 16-bit sims - in full 3D and Domark are boasting that the game will be better than any other of its kind. The game's title is at present MiG-29 Fulcrum, but expect this to change before the game's Christmas release.

A NEW CONCEPT

It's been a while since we've heard from Titus, but now they have returned with two new all-action titles. The first, Action Concept is being billed as the biggie, and is a combat simulator in which one or two players must use their stealth and cunning to destroy various enemy bases. A full range of options gives your men individual personalities and this makes them all act differently under dangerous conditions, but the basic aim of the game is to keep them together as a strong fighting force and wipe out each of the enemy's bases on the numerous levels. The graphics use a system not dissimilar to that of the old Ultimate games, and your antics are viewed on the scrolling play area, with enemy helicopters and gun towers taking pot-shots at you both on and off-screen. In addition, the system Titus have used can, if the game is a success, be used for a number of sequels all set in

different locations with different enemy sprites. For instance, while the battle-weary grunts fight in out in the first of the series, Commando War, later expansion disks will see cavemen battling against dinosaurs and the elements, and Conquistadors fighting off the unwanted attentions of the Aztecs. All in all, there are seven scenarios in the offing, each housing armies or groups with the aforementioned individual personalities. It'll be out soon, priced at 19.95, with the expansion disks following hot on its heels.

Following that, expect the sequel to Fire And Forget called - no surprises here! - Fire And Forget II! Adopting the role of the combat vehicle that you drove in the first game, Fire And Forget II - The Death Convoy, is a similar style shoot'em-up to its predecessor expect that this time you have an eventual target - a nuclear explosion. Along the way,

The player-controlled yellow squad enter the blue's army's base. You are given control over one of the teams and must wipe out any opposition.



extra weaponry can be collected, but unlike in the original, fuel isn't quite so limited so you don't have to keep collecting it as you go as in the first game. Not a lot else is known at present, but expect a review within the next two months.



One addition your vehicle has over that of the first game is that it can now fly. However, Kerosene is needed to keep it airborne and if you don't collect any you'll be stuck on the ground again.

Using whatever vehicles and supplies you can find along the way, your team must be prepared to face anything ranging from blizzards to massive gun turrets.

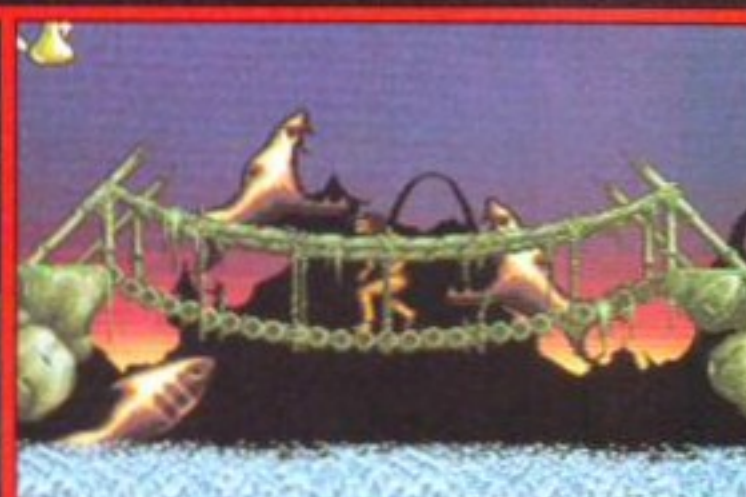
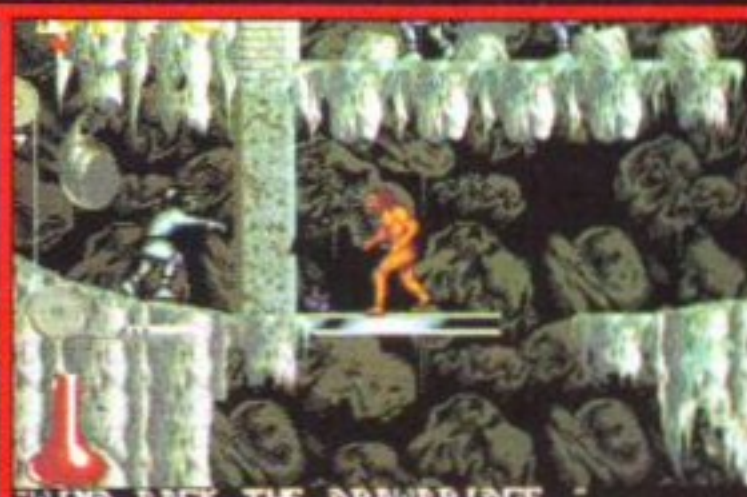


ELITE'S NEW BATCH

Just when you thought that all the big films had been snapped up for conversion, Elite grab the licence to one of this year's biggies, Gremlins II - The New batch. Heralding the return of Gizmo, Billy and Co., Gremlins II is set in a large office block, where Billy and his girlfriend go to work. Along the way, Gizmo turns up, gets exposed to water and food and - voila! - mass chaos!

What form the game will take isn't known, but Toposoft are doing the 8-bit versions and is expected to be an arcade/adventure.





SUPERB BEAST II 'T' SHIRT ENCLOSED

An Original, Unique
Roger Dean
Design

THE BEAST IS BACK!

THE SEQUEL TO THE TOP SELLING AMIGA GAME OF 1989

THE CONFLICT CONTINUES . . .

Your deadly struggle for freedom against the dark forces of the Beast Lord is now but a painful memory. You try to forget the anguish of the past by concentrating on your prize for success in the bloody battle: the return of your humanoid body.

But as you slowly adjust to your newly-won physique, the pain you thought gone is about to return . . . The Beast Mage has kidnapped your sister! She must be rescued before she falls foul of his dark arts. You journey to a hostile alien world to face the malevolent hosts of the Beast Mage and interact with more friendly characters to learn of your unfamiliar surroundings.

You must fight your way through many enemy-infested levels collecting and using weapons and objects to aid your crusade towards conflict with the Beast Mage . . . before he makes your sister his own!

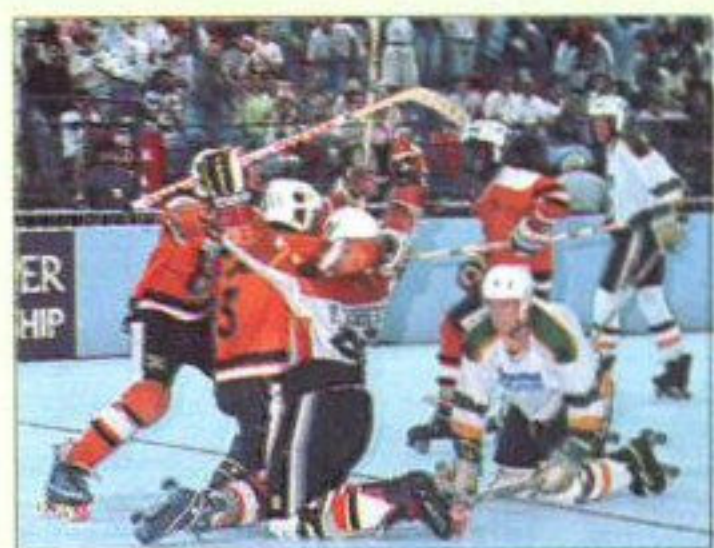
Screen Shots from the Amiga version

SEEING IS BELIEVING

SNIPPETS

GONZO GET TOUGH

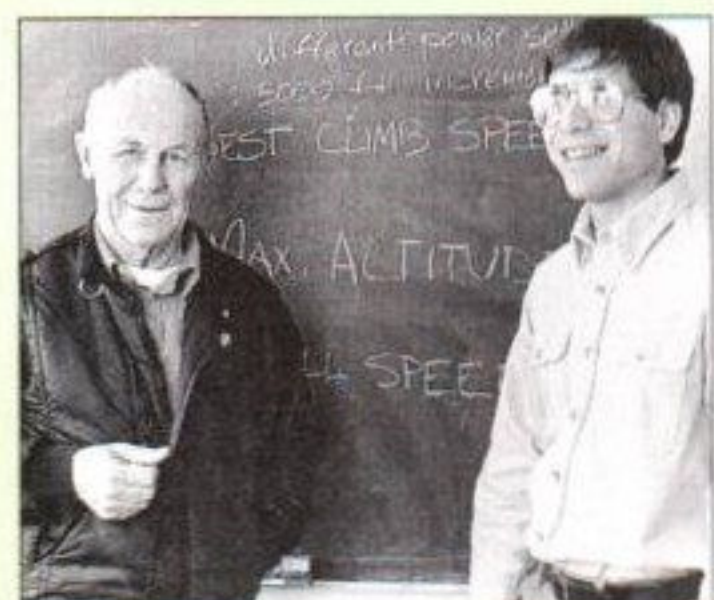
Following the below average Wipe Out, Gonzo Games' next release is based around the latest hip sport - Street Hockey. Viewers of the Tango adverts and other hip cats will already know what it's all about, but for the uninitiated the game is basically ice hockey played on roller skates. The game is viewed in 3D, with the whole of the pitch onscreen at once, and you are given complete control of the whole team as they skate around after the puck/ball. In addition, hazards, such as fire hydrants get in your way, and the other teams you encounter are after your legs as well as the ball. The game will be released in October, priced at 19.95.



Ice Hockey on wheels and twice as fast and violent - let's hope that Gonzo's Street Hockey plays every bit as fast as the real thing.

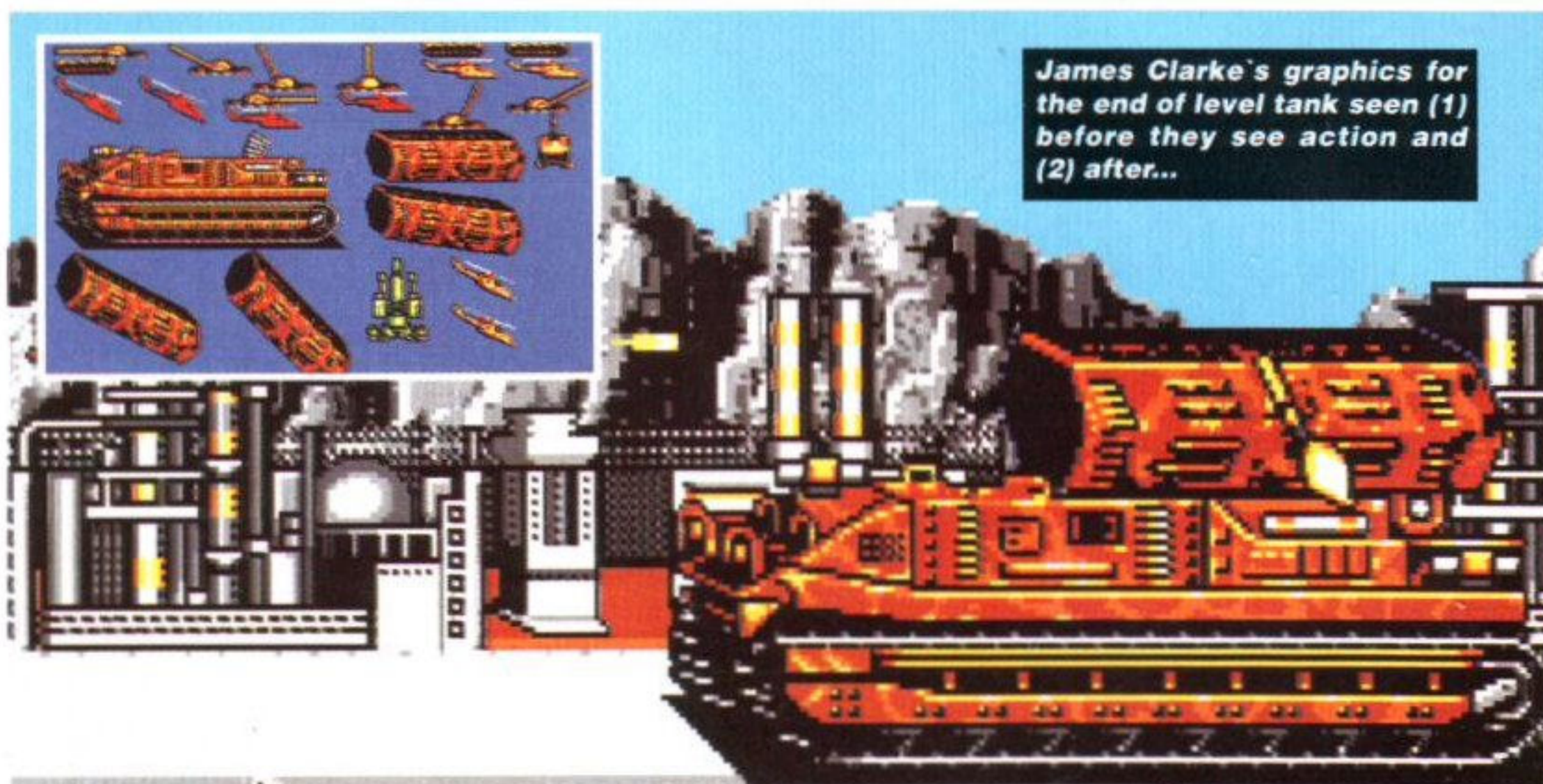
UP, UP AND AWAY!

Already a big hit on the 64 and PCs, Chuck Yeager's Advanced Flight Trainer is now heading for an Amiga near you. Featuring eighteen planes, each with their own reactions and specifications, the game involves intricate stunt flying a la Blue Angels by Accolade. All of the game's graphics are viewed in filled 3D and the game comes packaged with an audio tape strarring Mr. Yeager himself, offering words of wisdom. It'll be out in time for a review next month, so stay tuned.



Chuck Yeager comes face to face with Ned Leaner, the 16-bit conversions' programmer.

TO BOLDLY



James Clarke's graphics for the end of level tank seen (1) before they see action and (2) after...

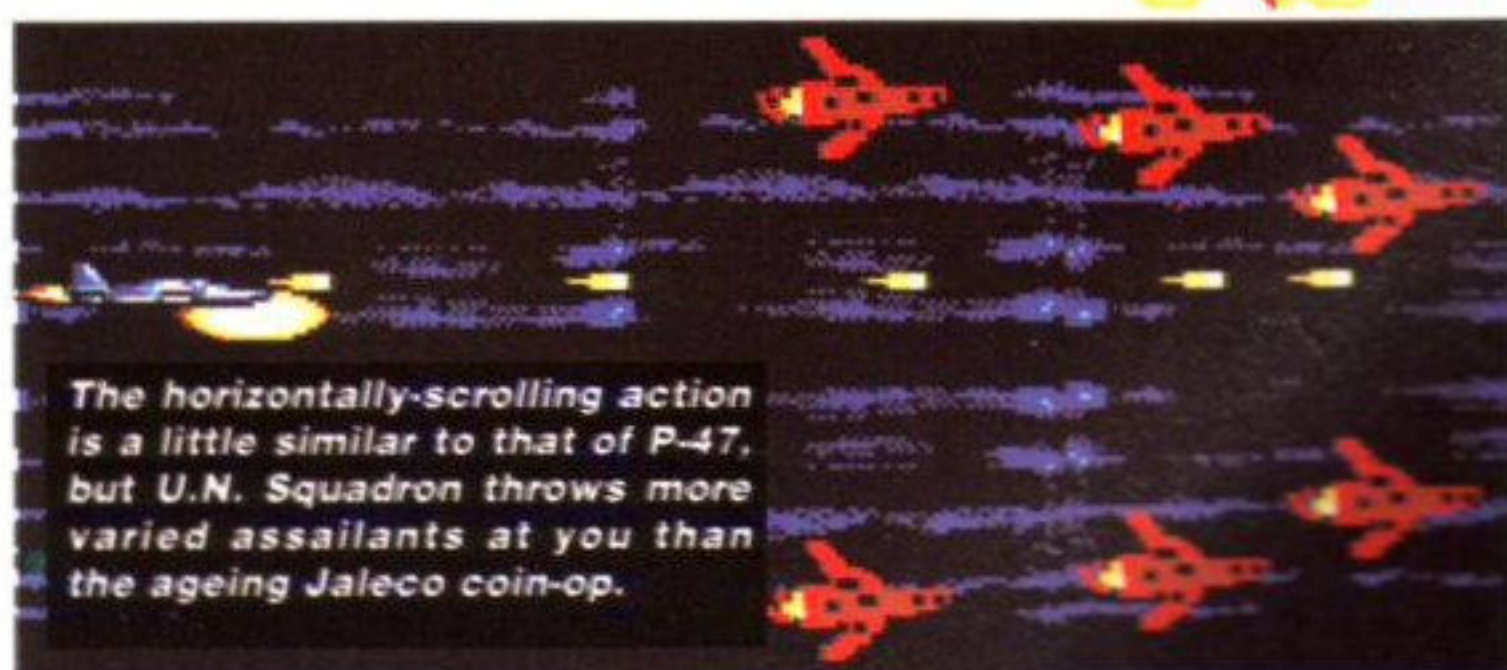
Mentioned in last Month's U.S. G preview, U.N. Squadron is starting to shape up rather nicely. A ten-stage horizontal scroller, U.N. is a high-on perfect conversion of the Capcom coin-op and is being written by Joh Prince, with graphics taken directly from the coin-op. The game can be played by one or two players and they must team up to make their way trough each of the levels, with the eventual idea being to take out the massive end-of-level armament. To aid you in this task, destroying a complete wave of planes or tanks reveals a useful icon hcih, once collected, boosts your plane's power or weaponry. Your battle begins with your chosen charcter waiting in a weapons shop. From here, three-way missiles and powerful shields can be bought (cash permitting) to make your task easier. However, like your ship's shields, these only last a limited amount of



Before you begin each level, any money you have collected through killing the enemy can be cashed in at a shop. Owned by a predictably wide-eyed Capcom salesman, extra items including three-way-firing missiles and shields can be purchased.

time and should your ship be blown out of the sky, you will lose ne of your three credits. At present, the game is looking very close to the coin-op, with plenty to blast and collect. The end-of-level

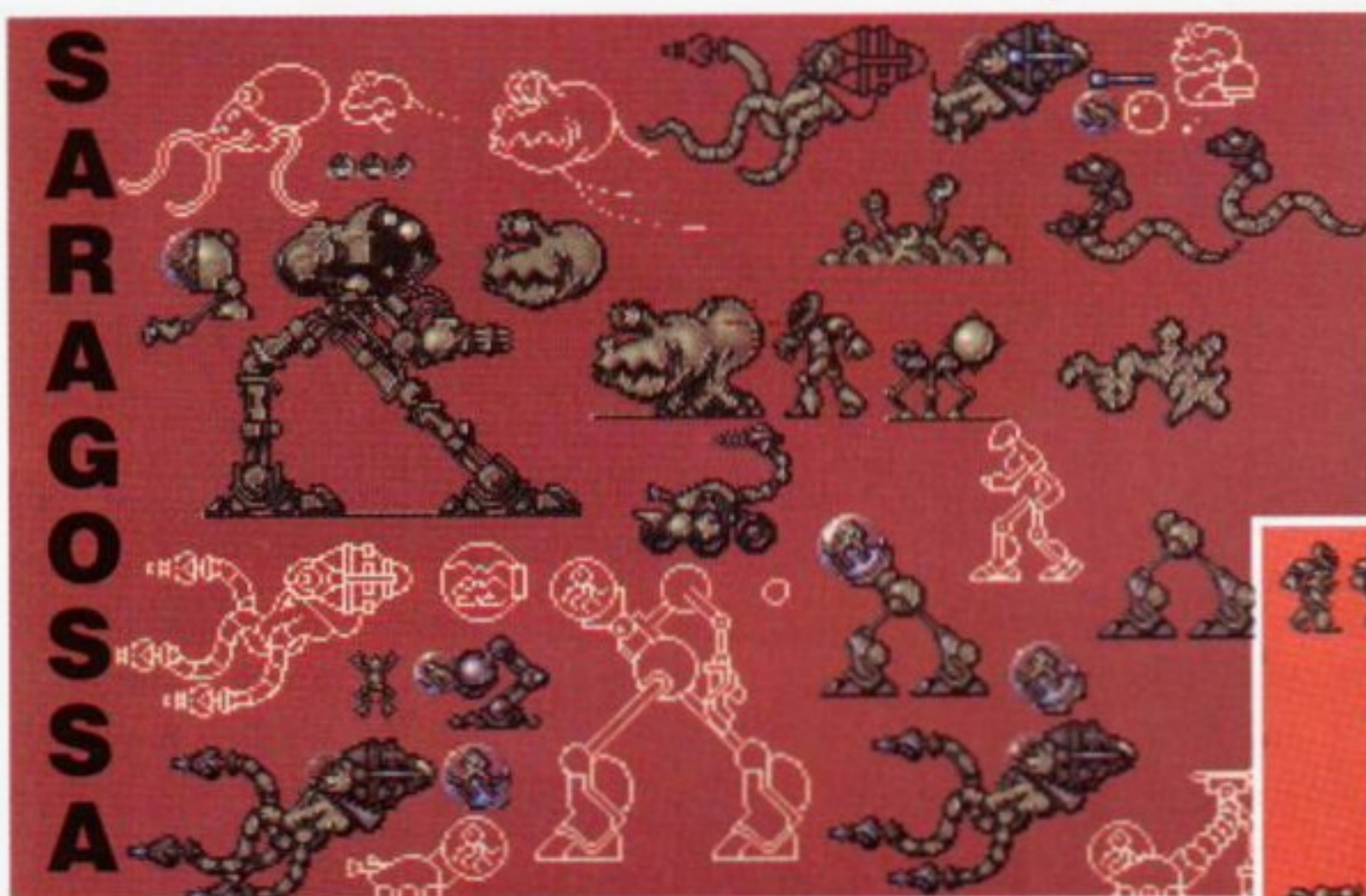
planes in particular look especially nice, but there are still a few tweaks here and there to add. It'll be out within the next month, priced at U.S. G's usual 24.95.



The horizontally-scrolling action is a little similar to that of P-47, but U.N. Squadron throws more varied assailants at you than the ageing Jaleco coin-op.

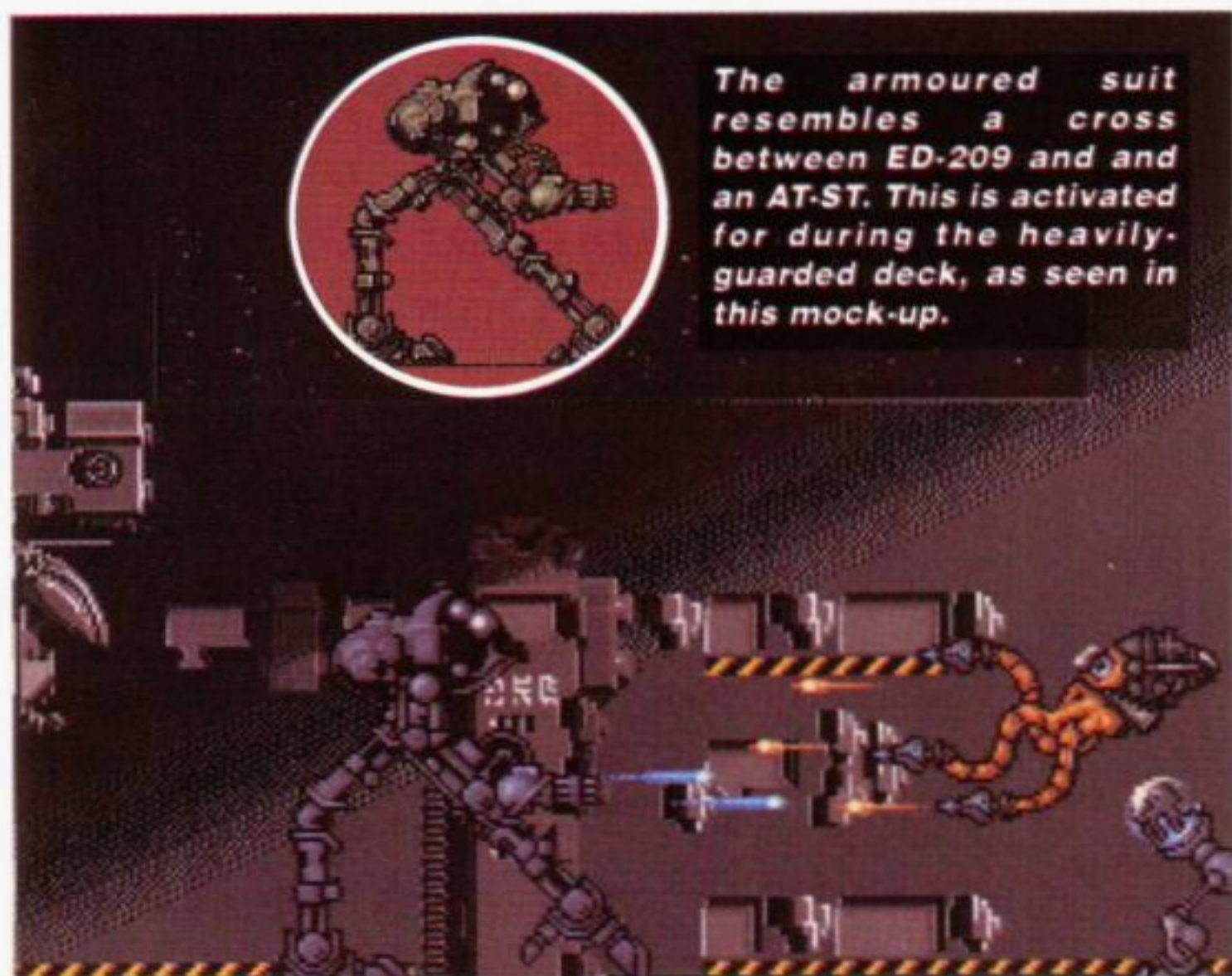
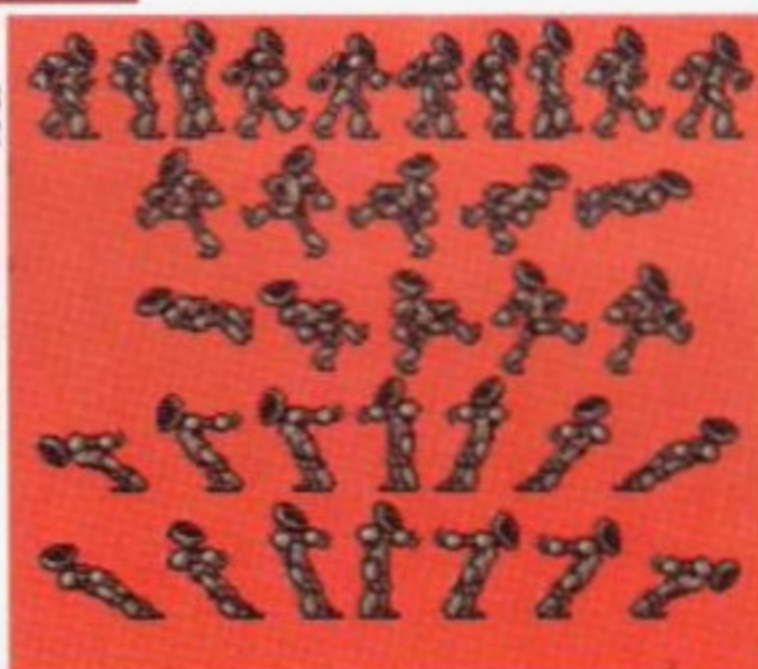


SCROLL...

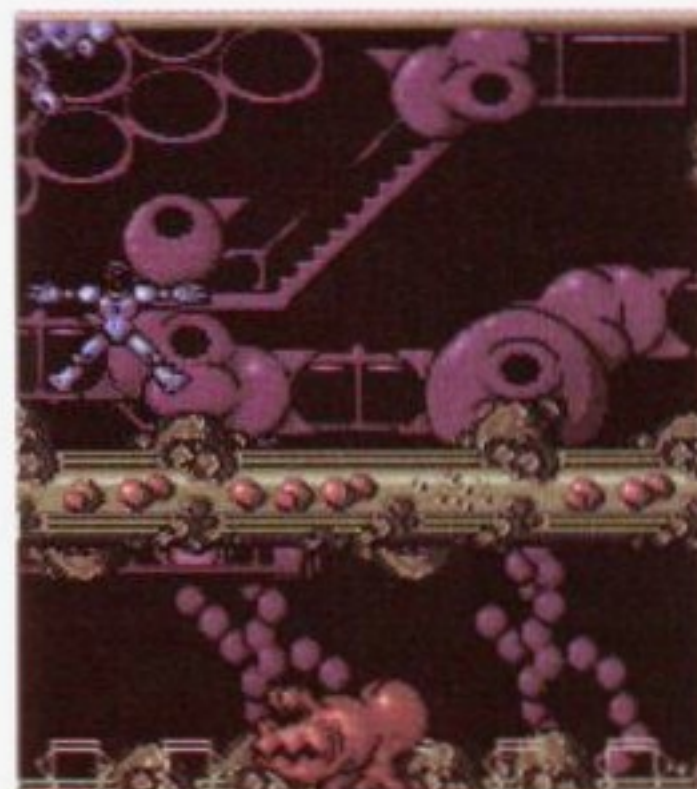


(Left) The graphics team working on Saragossa consists of six people - Ray Coffey, Jack Wilkeley, David 'Pocket' Price, Mike 'TJ' Hopoker, and new guy Phil O'Brien - and at present they are currently putting together the various nasties our hero will encounter.

(Right) Because of the programmers' adulation of Mr. Sincerity himself, Bob Monkhouse, that is the name Saragossa's hero has been saddled with. Ray's graphics show Bob in his magnetic suit, displaying the many positions he can assume in it.



The armoured suit resembles a cross between ED-209 and an AT-ST. This is activated for during the heavily-guarded deck, as seen in this mock-up.



(Above) When exploring the zero gravity ship, Bob can leap from wall to wall in one jump - but should anything get in his way he will be sent bouncing from pillar to post, costing him valuable energy.

Space travel is taken for granted as cars are today, and during a routine scouting mission, your ship has suddenly stopped dead in the middle of a ship's graveyard. The reason for the sudden power failure is unknown, but you have a hunch that the reason for the problem lurks in one of the seemingly abandoned ships that are floating around you. So, donning one of four space suits, you prepare to solve the mystery of Saragossa...

Programmed by Dave Lawson and Jake Glover, the team behind Gold Of The Aztecs, Saragossa is a flick-screen arcade/adventure set in the doom-laden floating scrapyard. Controlling the game's as yet unnamed hero, you must board each of the four ships and search their decks for the cause of the power loss. However, each ship has different properties, be

they magnetic or electric, and each particular suit reacts differently to certain deck surfaces - for instance, entering a plastic ship whilst wearing a heavy anti-gravity suit may result in you breaking the ship's delicate structure and falling into empty space. Likewise, wearing a suit more suited for entering a plastic-based ship whilst entering a ship full of magnetic powers will result in you being crushed by the pulling forces. Thus, once you are wearing the correct suit, you can safely enter each of the four ships.

Once in, the game opens up as no less than four separate games. Whilst wearing a magnetic suit, you can run along the walls and bounce from corner to corner whilst destroying aliens, whilst in a heavily-guarded suit, the sprites are changed and expanded creating a massive and superb-

looking shoot'em-up. Work is at an early stage at the time of writing, with the team finishing off Aztecs before concentrating on Saragossa, but their copies of DPaint III are already near melting point with the feverish designing of alien sprites. Likewise, as with Aztecs, Dave (ex of Imagine (remember them? They were responsible for two of the biggest non-events of our time - Bandersnatch and Psyclapse) and Jake are using a Maccintosh-based system to put the game together. As of yet, there's no release date, but more news as we get it.

Finally, Strider, the eponymous hero of U.S. Gold's Capcom conversion is making a return in an unofficial sequel called - wait for it - Strider II!

SNIPPETS

ARE YOU BREATHLESS

In case you haven't noticed, Britain is in the throes of Dick Tracy fever, a condition only rivalled by Batmania a few months ago. Warren Beatty stars in and directed the new film, and the range of co-stars rivals that of the Caped Crusader with Madonna, Al Pacino and - wow, gadzooks - Dick Van Dyke, all playing the private eye's crooked enemies. And, as sure as eggs is eggs, a computer version of the film is now on the way, thanks to Titus and their new Disney tie-in label. The new label will house three new styles of software with entertainment, kiddy and educational titles all on the production line and, along with Dick Tracy, Spielberg's new chiller, Arachnophobia, a film about giant spiders, and Disney's Duck Tales are all due for computer game conversions. However, Dick Tracy will be the first game to appear, and is a three-stage romp featuring all the baddies that are in the film. There's no release date yet, but we hope to bring you a review before Christmas.

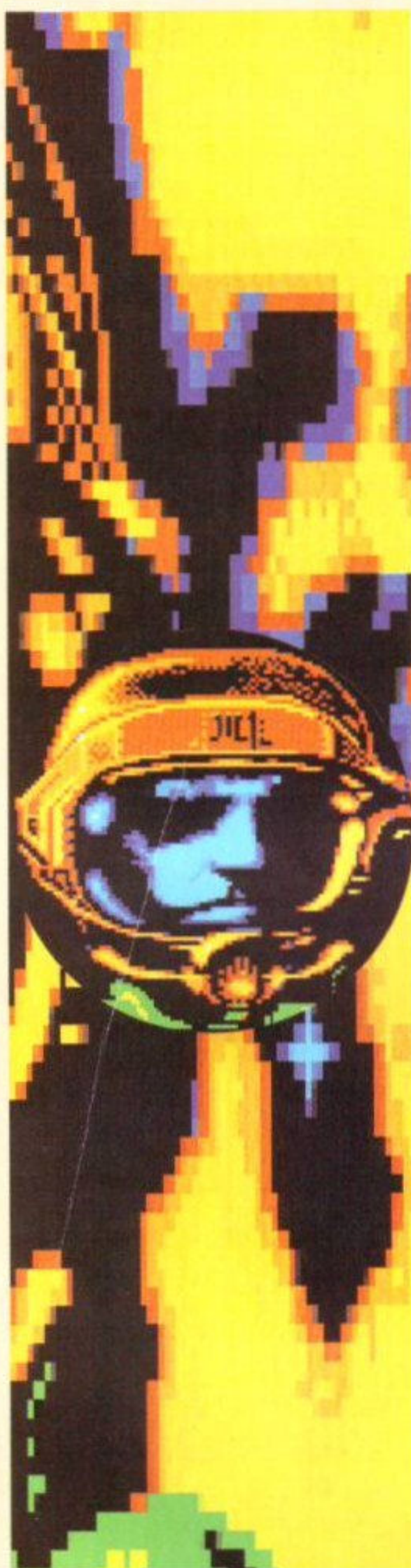


You've seen the film, worn the undies, now play the game...

THE RETURN OF THE BOUNCY BALLS!

No, we're not on drugs, it's just that one of the office faves, Helter Skelter, is in the process of being updated and improved. The Assembly Line, the team behind Xenon II and E-Motion, were responsible for the first game, and this sequel will add not only new monsters, and advanced graphics - however, we are assured that the addictive gameplay that made the first game so playable will still be there. Audiogenic will once again be the company releasing the game, and the game is expected to be an August release. More news as we get it.

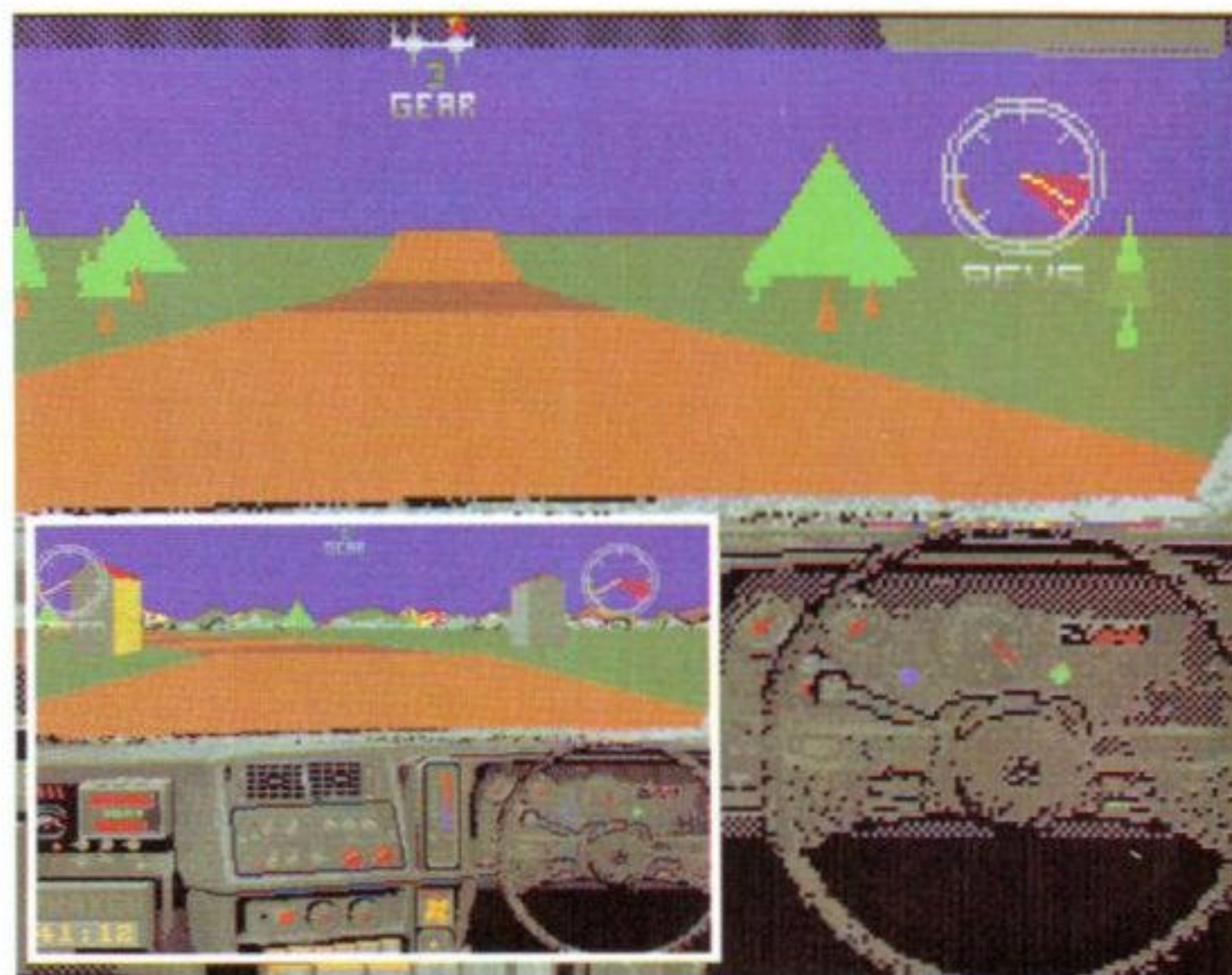
ARMALYTE AT LAST!



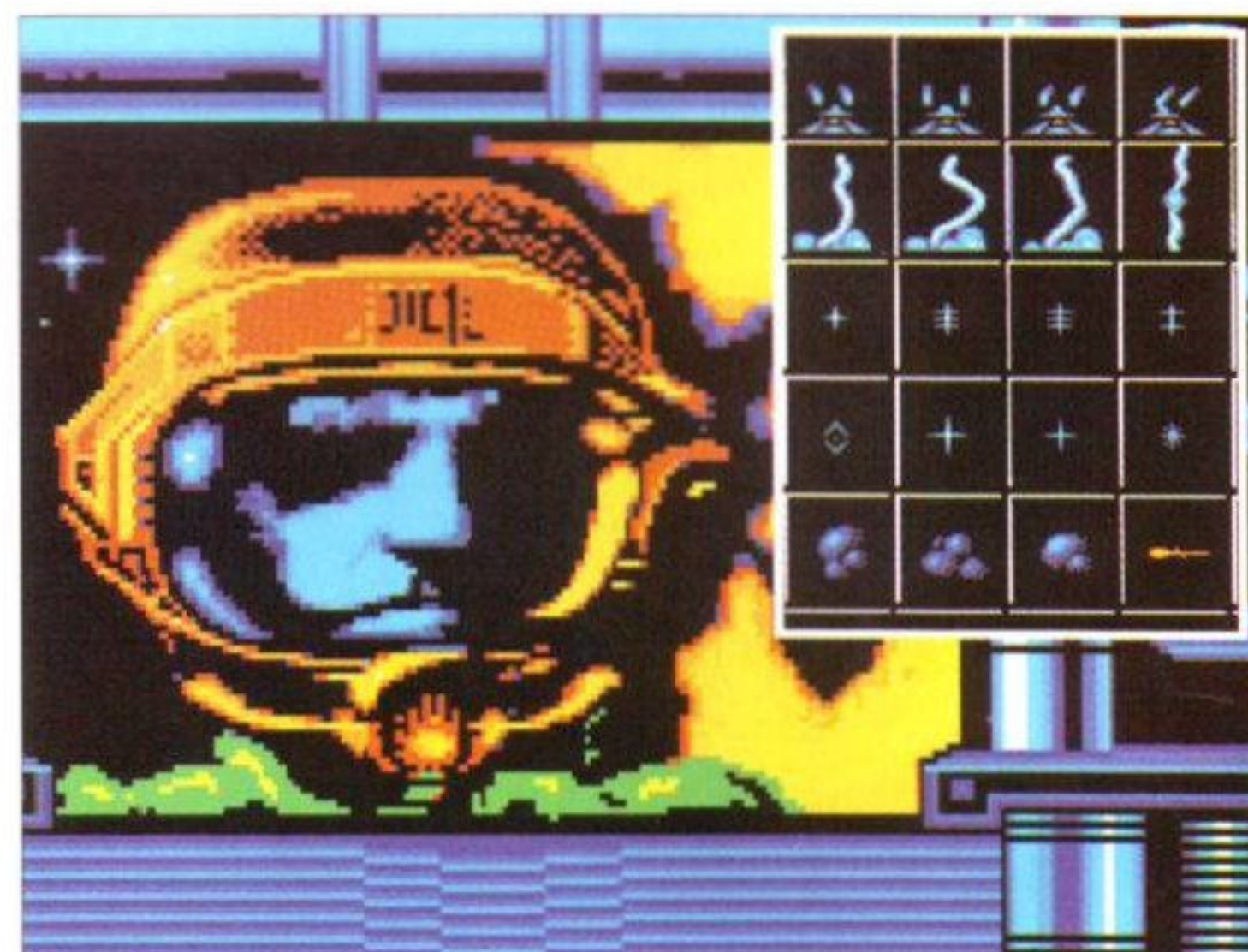
Previewed way, way back in AA, the Amiga incarnation of the superb 64 blaster, Armalyte is now nearing completion. Originally converted by Blit Software, the game had suffered numerous delays and the game's proposed release date had started to stretch into the realms of Dick Special and Retaliator. Now, however, the game's programming has been taken over by Digital Arts and Sounds Digital who are collaborating on the project. The game's graphics have been drawn by Ian Harling and the emphasis has been on keeping the metallic look and tidiness of the original 64 version, and the sound has been improved to take advantage of the Amiga's improved sound. Next month has been given for the game's release, so expect a review then.

Whilst on the subject of Thalamus, Armalyte and Digital Arts (what a link!), Q8 Rally, the Ford licenced game is nearing completion and looking quite nice. The graphics use a mix between digitised pics of the dashboard and the various controls, but the actual road and roadside objects are all depicted using filled vectors. The game will have three difficulty levels in the final version, and will see you racing against a number of other competitors whilst negotiating a wide range of dangerous weather conditions and treacherous corners. Once again, Digital Arts are at the helm, and the game is expected sometime in August.

Finally, with Armalyte nearly complete, plans are already afoot for the sequel, with Arc Developments providing the conversion. More news as we get it.

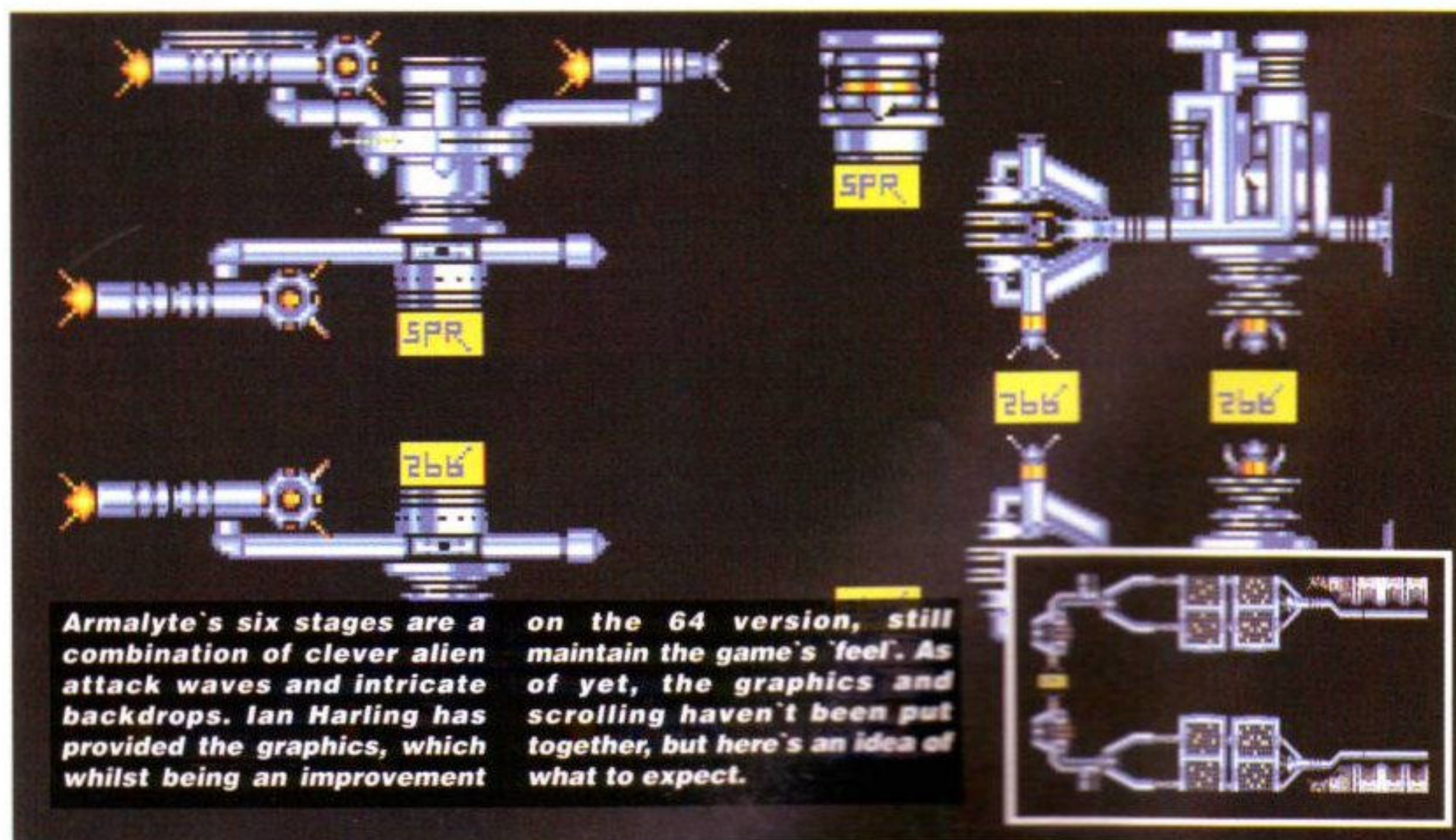
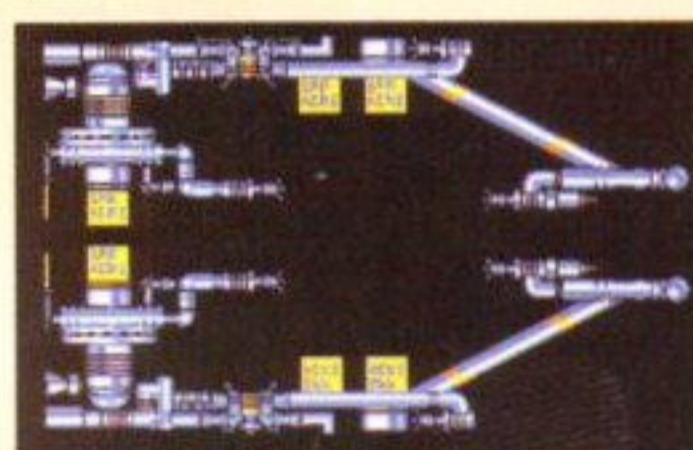
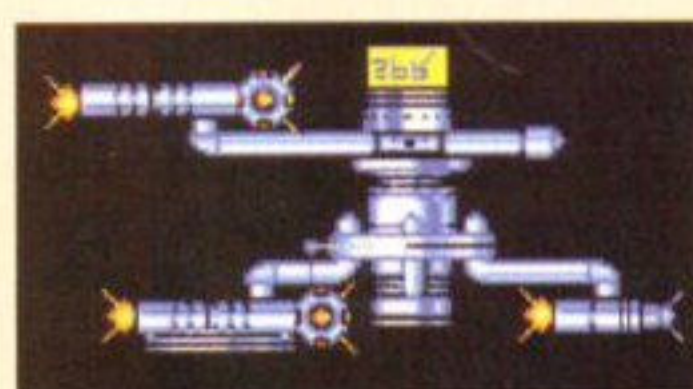
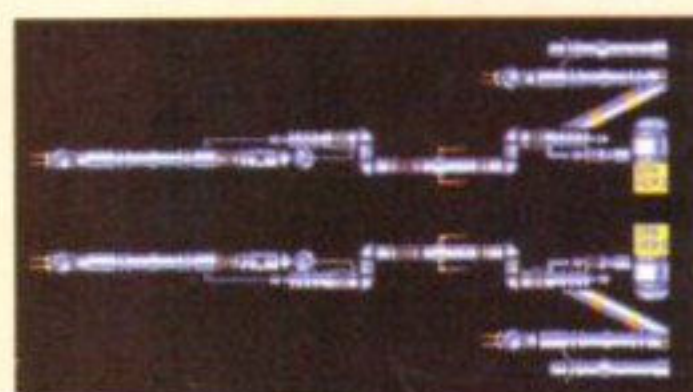


Q8 at present doesn't feature any hazards and is basically the bare bones of the final game. When the game is released, expect more roadside details.



Use has been made of the Amiga's extra memory, and a lot of the backdrops have now been animated. For instance, the gun

turrets now turn to track you, rather than just fire blindly. Likewise, the game now sports an Aliensesque intro sequence.



Armalyte's six stages are a combination of clever alien attack waves and intricate backdrops. Ian Harling has provided the graphics, which whilst being an improvement

on the 64 version, still maintain the game's 'feel'. As of yet, the graphics and scrolling haven't been put together, but here's an idea of what to expect.

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Boggits Domain

Rats! and treble Rats! If something isn't done about the pollen around here I think I'm going to die! Having a big red nose to start with, hay fever is no joke in the middle of the Great Wood. I can make no sense of the weather in this place. First I was told that it's always Summer here, then I find that clouds of pollen can arrive at any time and recently I have read about all the snow that fell one day last year! Living deep in the Great Wood has its compensations, but this crazy weather is taking some getting used to. All this week I've been cooped up indoors with the window shut to escape the golden clouds which are swirling around the glade outside. Well at least it's given me time to replay my favourite games.

I received a letter from one human who wanted to know why I pay such scant attention to DUNGEON MASTER when it is so obviously a brilliant game. Well as you must have at least one Meg of memory to play this game, I had decided that it wasn't fair to 'rabbit-on' about something when only a small percentage of humans have such a luxury. However recent events have made me change my mind. Most of the new releases of the Sierra Graphic adventures are now only available to one Meg machines which means that, 'like it or lump it' you should really be rummaging deep into your gold pouch to finance this essential upgrade.

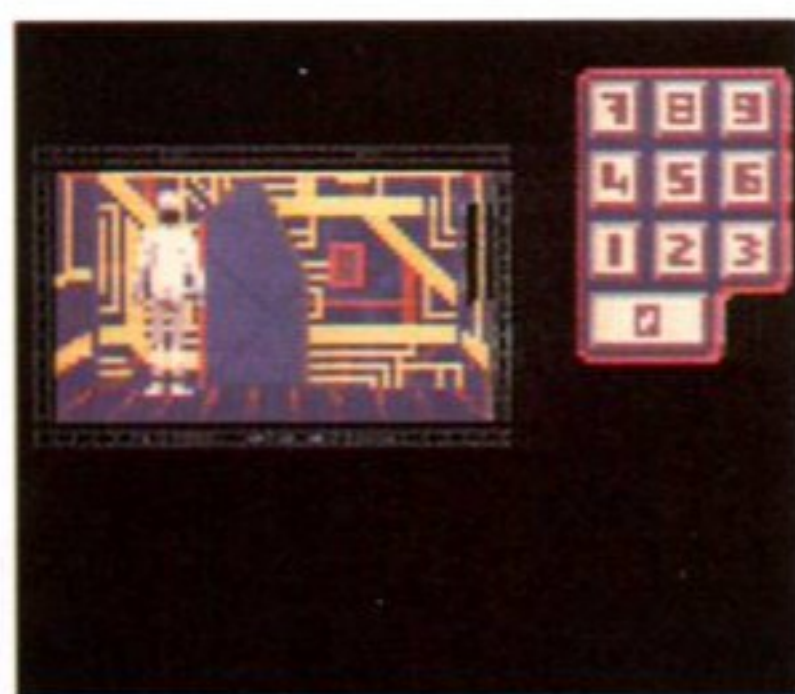
Having salved my conscience that it's now fair to discuss DUNGEON MASTER more deeply, I should say that if you haven't already played this game then I envy you. You still have the thrill of the best computer game ever written still to come. Months of discovery, action and sleepless nights lie before you. A veritable feast of fantasy and imagination lies waiting to be discovered behind the big black door which leads to fourteen levels of Dungeon Mayhem and Magic. This is the game which brought



It's been a long time in the making, and it's still not here. Oh where, oh where, is Amiga Chaos!

role-playing games out of the wings and into centre-stage. Animated monsters, digitized sound effects, and real time combat - all in 3D perspective. The corridors of the Dungeon are also filled with puzzles so devious that during the early days of the game the telephone lines to Mirrorsoft were jammed with players desperately seeking answers. Of course things are not so tough now for new players. Mirrorsoft sell a book entitled SECRETS OF DUNGEON MASTERY which is crammed with advice and cryptic clues for the befuddled adventurer, and remember help from the mighty Boggit is only a Dragon-ride away for those in possession of a first class stamp.

DUNGEON MASTER - The



Fans of Delphine's Future Wars may be interested to hear that the sequel, Operation Stealth, will be distributed by U.S. Gold.

Quest Begins Here.

During the last week I assembled a party of heroes to return to the Dungeon and re-visit the scenes of past battles. My companions included the Compost Heap from my garden, Doctor Death and a very handy Ninja Warrior called Shogun.

Apart from learning the essential arts of monster-bashing, the first level of the game is very easy. Once you realise that successful combat involves hitting the other guy and then moving out of the way before you are hit back. Things are just a matter of being quick on your feet. The only other essential piece of knowledge is that your most powerful weapon is a 'closing door'. By luring the opposition into a doorway and then pressing the door button you'll find that Mummies and Screemers can be reduced to pulp in a couple of quick bonks!

Level 2 is the point at which the slow, but poisonous, Rock Monster makes its appearance. In the Gem Room, the Rock Monster guards a corridor of locked cells, inside one of which is a treasure chest. Beside the door of each cell is a blue crystal set into the rock. Pressing the crystal creates a blue magical beam which transports the chest to another cell. To obtain the chest you must repeatedly press the nearby button and then move to the new

location of the chest and again press the crystal outside the new door. Eventually the chest will be transported out of the last cell and appear in the corridor where you can pick it up. Open the chest and grab the Mirror of Dawn which it contains. Turning to face the opposite wall you will find a blue eye-shaped device set in the rock. Place the mirror over this eye to reveal the final secret of the Gem Room.

So much for the Mirror of Dawn, next month we'll continue our descent into the darkness.

You may recall that I mentioned a few months ago that SILICA SHOP was doing a wonderful job of protecting our morals by refusing to sell games from the LEISURE SUIT LARRY series, as in their opinion they would tend to deprave and corrupt us. Well I'm pleased to report that a reader has contacted me to say that he has recently bought a LARRY game from the SILICA SHOP stand at a recent Computer Show which I can only assume means that they have reconsidered their stance on these risqué, but funny games. Assuming that this is the true situation, I can only thank SILICA SHOP for changing their mind and risk thinking that perhaps there is some hope for all of you poor benighted humans after all. Larry fans will be interested to hear that a book called The Leisure Suit Larry Bedside Companion is to be released in September and there is also talk of a possible film and TV series.

Well so much for the news that has filtered into the Great Wood, now let's take a look at this month's Lonely Head's Column!

Getting 'Suited-Up' in Space Quest I

I've been trying to succeed in this game for centuries, but still no luck. Space Quest I is a complex game which requires great concentration, so will you please tell me what the hell you are meant to use the suit for? And the little gadget which lies behind the door?

Johnny Marr, LUMLEY

Well let's think very hard about this complex situation. The spaceship

is overrun with enemy robots and you are standing in a room next to the airlock which leads to the hanger where an escape craft is sitting. In this room is a space suit, and a console which has a button on it to open the airlock door. And you want to know what to do? Why not wear the suit, grab the object, press the button - AND GET THE HELL OUT OF IT! As for the gadget, don't stop to worry as to its purpose at this time. By the way I assume have already pushed the button on the other console with the flashing lights which opens the hanger bay doors. No, I thought you hadn't. Stupid boy.

A Blue Plate Special for Larry II

Could you tell me how to escape from the plane in Larry II. I've got a parachute, I've made Ken the Bore leave me alone and I've poured hair rejuvenator all over the lock. I can't break the lock with the cheese knife and I can't get into the Rest Room because they are always full. Please help or I'll be forced to bury my head in a cabbage patch.

Jason King, Brighton

Well I'm surprised that pouring Hair Rejuvenator over the lock didn't open it. That seems a very sensible suggestion. Can't think why I didn't think of it myself. Why didn't you go the whole hog and stuff a few cheese sandwiches in the keyhole while you were at it. Give me strength! On the other hand if you had bought sandwiches you wouldn't have been hungry enough

to buy the Blue Plate Special lunch from the Airport Cafeteria. That little delicacy contains a hair-pin which some 'yucky' cook managed to drop in it - fatal to eat but useful for lock-picking. Don't ask me how you are going to get into a lock that's stuffed full of food and hair oil.

A Nightmare Retreat for the Army

I am stuck in the fab game Personal Nightmare. When you go to bed at night, how do you stop the toy soldiers turning up and killing you?

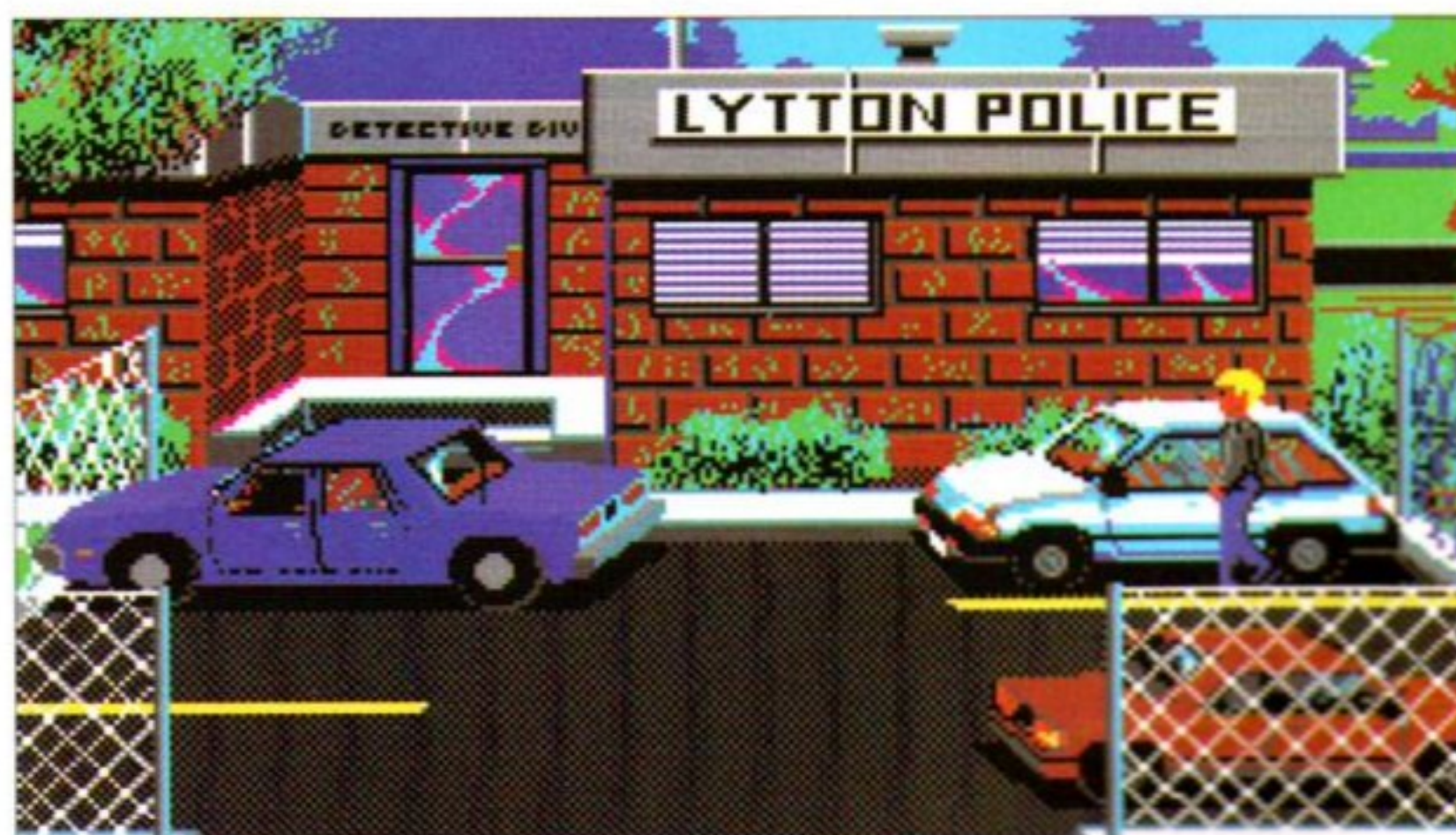
P.S. What is the Garlic used for?

I. Chambers, Surrey

Look, I know this game is hard, but that is the easiest bit. Above the bar downstairs there is a bugle which you can nick when everyone has gone to bed for the night. When the soldiers turn up you simply blow the bugle to make them disappear. If you don't know how to blow the retreat, you could try copying the Atari ST user who tried to solve the problem by turning the bugle round the other way and blowing the Charge. Everyone knows that Garlic keeps Vampires away. At least everyone except the writer of this game, because in this case it keeps you safe from the Werewolf.

Feeling Flattened in Drakkhen?

Dear Boggit (I hope you don't mind me calling you Dear?). As



Sonny Bonds is back! yes, those clever dudes at Sierra have come up with yet another AA-rated game!

you can see from my address, I'm not exactly just down the road from your Domain and it certainly isn't easy to come by your words of wisdom. The Falklands isn't the end of the world, but you can see it from here!

I am struggling to make progress with DRAKKHEN. When I bought the game it contained a colourful leaflet describing the game as involving dragons on a volcanic island, but when you play the game it is as flat as a pancake. My characters are all 24th level, armed to the teeth and with every spell in the book. I've tried teleporting across the sea without success and I can easily deal with everything on the original flat island, except for one thing. I cannot get into the Pyramid in the desert. Please tell me how to get into the Pyramid and how to get to the volcanic island so I can gain the other gems.

I'll go back to chasing penguins till I get a reply.

Dave Harrison, RAF Mount Pleasant, Falklands

I've got a problem with this game - the version that was sent to me was in French, and as no self-respecting Boggit would be seen dead learning French it follows that I didn't get very far. The disk are now quietly rotting in my compost heap at the far end of the glade. In an effort to save Dave's sanity (and some penguin from a fate worse than death) I will offer a piece of free software to the first reader who sends me a solution to his problem. But be quick!

Strange Gold Struck in Dungeon Master

I have been messing about with the DUNGEON MASTER EDITOR and I have discovered lots of weird things such as pink rats etc. But now I've come up with Gold Rats! I can't even begin to explain how or why this happens, but one of the effects that I've found is that you mustn't throw anything at the rats or the game will crash.

Also, when the bloody hell is CHAOS STRIKES BACK coming out for the Amiga? I've been waiting patiently for a long time and still haven't heard anything.

Ha! Passionate Patty was no match for Big'n'Bouncy Boggit - I've completed it already!



Mirrorsoft said it would be out in March, then April, then May. As soon as you know anything I want to know. OK?

Fear not and be as mean as you want.

Hackman Hobbs, Brighton

Well I'm sure that I warned you all not to play with things that were too complicated for the human brain to understand, and now see what you have done. I was playing with some bottles of magic liquid myself the other night and I ended up with a troupe of pink elephants dancing through my tree house and out into the glade. Played hell with my Petunia Patch, not to mention my head the next morning. I was confused by the save game file you sent as I couldn't figure why it didn't tie up with the Level 6 you were describing. Then I realised you had sent me a Save game at Level 4. Don't worry it only took me an hour or three to get down there. Thanks a lot stupid!

As for CHAOS, well one thing I do know is that Mirrorsoft has no more idea when the game will appear than you do. The FTL company are still rewriting DUNGEON MASTER for every conceivable computer they can think of. I saw a CD version running on the Japanese FM Towns computer recently, so you can see why things are behind. Being unable to wait, I have already played and completed CHAOS on another computer system (DON'T ASK!) and I can tell you that you'll enjoy it when it does turn up. However, bitter experience makes me sceptical

about any Amiga release dates so far announced.

Legend's Many Wrinkles

I am nearing completion of LEGEND OF THE SWORD, but the following points have got me stuck. I know the Dragon Slayer is a teardrop, but where is it? Pagan does not have it because I've asked him. What is the large egg in the tree for, the one with 666 written on it? I can't make the eyes on the Visage go red, so I can't progress any further. Also could you tell me what in your opinion is the best adventure for the Amiga?

Thomas Owens, Luton

This game has more wrinkles than a dragon's armpit. Even with the complete solution by your side it takes a month of Sundays to complete. I have the complete solution, but I don't have the required number of Sundays so I will quote from the crumpled scroll and hope it hits the spot for you. You should EXAMINE EGG, EXAMINE NEST, TAKE FIGURINE AND EXAMINE IT. This depicts an evil wraith, the Guardian of the Bloodstone. DROP FIGURINE, WAIT, WAIT.

The Visage problem involves putting a crystal into it. I assume this is the ruby crystal, but as there are two ruby crystals - large and small, I'll let you sort that out. Pagan does have the teardrop, but I suspect that you haven't cleared up other problems first. My scroll says:- EXAMINE WALL, LOWER FIRST LEVER, LOWER THIRD LEVER, WAVE WAND, TAKE PAGAN, EXAMINE HIM,

Boggit's Domain is being decorated next month, and one of the additions is a 'toady of the month' game - of which Herewith The Clues is a classic example.



ASK PAGAN FOR TEARDROP. The follow up to this game FINAL BATTLE should be available any day, perhaps that will keep you quiet for another year.

Cutting a Rug with the 'Indy' Armour

I would like to say that the Indiana Jones Adventure is brilliant, but as it keeps cutting my head off perhaps I shouldn't. I have rescued my father, but I can't get that rotten suit of armour to cut the ropes which bind us to the chair as it cuts me instead. Where EXACTLY do I place the two chairs. I'll accept measurements in inches, metric or X/Y co-ordinates.

V. Abrahams, Woking

Before I answer I should really ask you why you haven't bought every copy of AMIGA ACTION as the solution to this game was published in an early edition. Looking at your horrible scrawl I suppose I'll have to accept the fact that you have probably just been released from prison or an Tibetan Monastery.

The trick here is to move the suit of armour earlier in the game. In that case the axe will make a mark on the floor, and then later, when you need to position the chairs, you will have a guide.

Unsolicited Thank-You Mail

I just dropped in to see an old friend, John Carter, who

acquainted me with the gift you sent MORDOX as appreciation of the maps he sent you.

Jolly decent of you I must say old bean. MORDOX is a super chap when you get to know him, but he does have this odd habit of running amuck screaming "CROM!" and waving a bloody great axe around. All that raw meat and Mead, don't you know. That and the unsavory company he keeps. Good man in a tight corner though.

Anyway he's gorn off on another of his crazy 'quests' and Carter's stuck in front of his bloody monitor again, living out some ridiculous fantasy. (I think his wife would divorce him if she could get his attention long enough to sign the papers.)

As I feel someone should write and thank you I am writing on behalf of all of us.

Myself, I've got to take some men and sort out some cock-up by the boffins on Atargatis (something about 'Xenomorphs' running riot in the Mining Complex). Must dash, shuttle's ready for take-off

Major R. Sattertwaitte

Yes, well I'm sure you are right. Have a nice trip and don't walk backwards into any dark rooms.

Dexterity problems with Future Wars

I have had my Amiga for a year now and find most games very difficult. The adventures I have played so far are extremely difficult if not impossible. The only way I can progress is through reading tips in the mags. I am beginning to think that I must have a lack of imagination. I am currently playing FUTURE WARS and you will gather that this will probably be too hard for me.

I have obtained the 5 digit code for the control box in the secret passage where you have about 10 seconds to examine the box and operate the buttons before the roof lowers and splats you. I have saved my position and tried countless times to do this, but I keep dying.

P. Halstead, Southport.

I have given your problem great thought and my diagnosis is this:- Your fingers are as numb as your brain - Hee! hee! Well what did you expect me to say? To stop the roof lowering you must EXAMINE PANEL, and then OPERATE 4, OPERATE 0, OPERATE 3, OPERATE 1, OPERATE 5. If you accept defeat you could send me your Save game and I'll do that bit for you. God, what I do for these humans.

Oscar Lewis from Marbella in Spain has sent me a complete solution to FUTURE WARS. Why are you in Marbella Oscar? You didn't have a hand in the Great Train Robbery did you? If so please send me your next solution on the back of some five pound notes.

H. Doodeman of Holland managed to stop kicking balls of Edam Cheese around for long enough to complete a set of Bards Tale maps for me. It's not until you see how many sheets of paper they take up do you realise how big this game is. A big 'Hello' to Havie and all our Dutch readers.

Dave Parker of Leigh has sent a load of Bards Tale and Ultima V hints, plus a list of the games he has completed, and the times taken. I quote:- 'Bards Tale I - 1 week, Demons Winter - 1 week, Hillsfar - 2 hours!!' His comments on DRAKKHEN and BLOODWYCH - USELESS.

Well, a short review, but to the point. SHEEZ!

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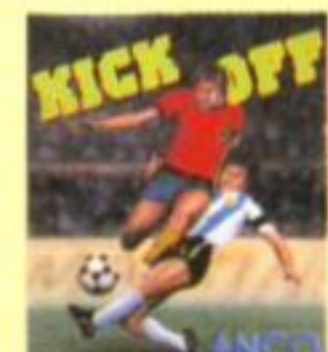
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Kick Off II Complaint

I read with interest your review of the eagerly anticipated Kick Off II and seeing that the game attained your highest ever percentage (93%), I decided to buy it. So, having popped out to my local computer shop and parted with the required dosh, I then returned home to load up my new, improved version of the classic footy sim. On loading, I messed around with the kit design, changed the pitch conditions and so on, then started a ten minute a-side match against the computer - and, ensuring a victory for either side, I ensured that the match would run into extra time if necessary. The match started and all seemed normal. It was nice to see the new kits and the pitch backdrop changing to indicate the playing conditions, but, apart from that, there didn't seem to be much change. Then, the bugs started to appear. Now I realise that you did in fact mention that there were new ones, but you didn't exactly outline them very well did you? I mean, does the fact that sometimes when the ball goes off for a corner at the top of the screen, the screen then scrolls down and makes the team take a corner against their own goal seem unimportant to you? Or that, during play, the match would be halted for a foul that wasn't even onscreen? And, just to add insult to injury, I held the computer-controlled team to a draw and waited for the extra time to begin but instead the game was declared a draw - no extra time, nothing. OK, Kick Off II is an enhancement over the predecessor. The goalies are now excellent and don't fumble the ball, letting in simple to save goals when you least expect it; and the defensive walls and free kick systems are brilliant, but I would have thought that Anco could have checked the game for so obvious bugs. Ones such as the corner bug make playing the game really annoying and can cost the attacking team a much-needed goal when it is they who should be attacking. Having said this, do you really think that the game deserved the highest percentage you have ever given - I mean, it scored 3% more than It Came From

The Desert - that can't be right can it?

Patrick Rogers, Goole.

AA: When we were play testing Kick Off II - and the game was probably played more than any other we have received, with whole lunchtimes, evenings and even weekends given to playing it - we did notice the bugs you mentioned, along with a couple of others, but to keep us playing for that long warrants a VERY high score. You mention a few of the improvements, but what about set pieces, the new improved corner system and the more accurate passing? When these are taken into consideration and coupled with the still playable basics of Kick Off, yes, we do think that it was given a worthy percentage. As for It Came, when you consider that we gave it 90% but had completed the game after a day's solid play, but are still playing Kick Off II to death (and it looks like we will continue to) I think that maybe the extra 3% was justified, don't you?

More Games Please!

I have read Amiga Action since the very first issue and have seen it mature into one of the best games-orientated magazines out. You cover everything that a games player needs, with not only several pages of news, but with indepth features about certain games, too. You also review 90% of the games that come out (what happened to the 100%, though?) which is more than can be said for some mags. However, amongst this monthly review of everything gamey going on on the Amiga there are two annoying factors. No, it isn't the Boggit, I understand that adventurers, unlike myself who is strictly a blaster and platformer, need to be informed of latest releases and helped past tricky bits, it is the graphics and sound pages. To be blunt: please, please get rid of them and increase the games coverage. In the last issue, you had a brilliant U.S. Gold preview and loads of news and the mag seemed all the better for not having any sound of graphics bits in it - most of my mates thought so, too. So how about it? No offence to Kevin and Ian, but it's games we want, not pixels and sound. What do you say?

Keith Price, Doncaster.

AA: Hmmm, there seems to be a definite 50/50 split between our readers as to whether these columns should stay. When we

began them, they were both going to be games-related with talks to the people behind the graphics and sounds of our favourite games, but we then decided that this would be a bit limiting. Thus, for the last couple of issues, the features have been rested so that we can take stock of things. As of yet, though, we are still undecided as to what to do. I'm keen to keep them on as they can prove quite interesting even if you are only a beginner to the world of graphics and sound, but if you don't want them, it's your mag. So, drop us a line and let us know - it's in your hands now: do you want more games coverage or more extensive graphics and sound pages?

An Old Hand Writes

I am by no means a newcomer to the world of computer games and - from what I have read by your editor, Steve, we seem to have gone through the same stages. I, too, enjoyed Miner Willy's platform romps, and enjoyed guiding Wally Week through the nightmare land of Pyjamarama, and I adored Impossible Mission when it first came out. However, one thing that really bugs me is - whatever happened to Great Giana Sisters. When I read ST Action when Steve wrote for it, he was continually raving about this brilliant Super Mario Bros. rip-off, but when I went to buy it, I was met by blank stares. So here I am with a games collection spanning some ten years, but I am without the piece of software I really want. I know I have probably missed the mark and made myself look daft by asking so long after the game's reviews have been and gone, but please, please - what happened to little Giana?

Dave Barnes, Leeds.

AA: Blimey, you are out of touch! Giana was going to be released eighteen months or more ago and was probably the nearest thing you were ever going to get to Mario Bros. It was then going to be followed up by Arthur And Marth - Giana II, but, due to copyright problems with Nintendo - after all, the game was a basic rip-off - the game had to be dropped due to its similarity to Nintendo's game. Thus, after appearing in the shops for a matter of weeks, it was then withdrawn. Luckily, though, I've got a copy, so I'm alright!

Seriously, though, can anyone out there let Dave know where he can get an original copy of the game, send your letters into us and we'll forward them on. Sierra Bias? OK, I have got a good question for you. Why is it that, whenever Sierra release a game for the Amiga, you Dodos will automatically give it 80% or over? Last month you gave them three awards for Larry III, Manhunter SF, AND Hero's Quest! Are you on their payroll or what? Basically, Sierra bash out the same style of game with different characters added - hardly inspired or original is it?

Carol Greene, Gloucester.

AA: Oh, well fancy that, we give good reviews to good games and we're being paid for it - makes you wonder why we bother, doesn't it! Don't be so daft. Yes, the Sierra games use the same system, but they also improve on it with every game, and if someone can't get to grips with intricacies of the Police Quest games, then they could be catered for with the easier to get into Larry series. Their games score well because they deserve to. There's nothing more to it than that. Also, they shot signs of going off in a different tangent, as seen with Hero's Quest and Camelot, and, yes, they will get marked highly if they are good. It doesn't mean that we are biased, just that we give credit where credit is due. After all, one month U.S. Gold got two AA awards, as did Electronic Arts, but it doesn't mean that we get paid by them - if we did, do you think that we'd put in the bad to middling reviews of games like Heavy Metal, Hoyle's Book Of Games and Projectyle?

Licence To Print Money

One thing I have always wondered is how do software companies go about signing up licences for films and coin-ops? With such big companies behind movies, such as Total Recall and Predator, do the companies have a representative within the movie industry who spots a potential blockbuster and then find out how to get the rights to it? Or do the film or coin-op makers approach the companies - that would then explain why only the big companies get the best licences.

Sean Kennedy, Brighton.

AA: Normally, it is the software house who approaches the coin-op or film makers. By keeping an eye on the American press (because all the big films are made and

shown there first), they can find out which films are billed as being hot and potentially good games, they then contact the company and make a proposal. Likewise, with coin-ops, if a company has converted a number of a particular companies games successfully, the coin-op manufacturer may offer the said company the first refusal of any new titles that they will be releasing - Domark's Klax is a perfect example, as it was developed alongside the coin-op. If the two companies have never worked together, though, once again the software development manager will approach the company and it'll start from there.

Budget Banished?

One thing that I have noticed is that Amiga Action doesn't review budget software. This is a great pity as a lot of the past classics are being released at prices as low as a fiver, with the top price being a tenner. For instance, from the Klassix label by U.S. Gold, I have purchased Bionic Commando which I had considered buying when it was first released; Gauntlet II, which is absolutely brilliant; and Outrun, which for a tenner represents excellent values - there's no way I would have paid twenty quid for it, though. I even bought Smash 16's Captain Blood for a fiver when it was released - a true bargain if ever there was one! So come on guys, get reviewing these budget gems, that way we can get advance notice of when they are coming out.

Scott Williams, Gwent.

AA: The only reason we don't review budget games is because of a lack of space. If, however, a really good game catches our attention, rest assured we'll review it. Like you say, there are some really good games getting new leases of life, and the Klassix games you mention are perfect examples of this. Similarly, some of Mastertronic's 16 Blitz stuff ranges from the good to the dire - and we just haven't got the space to mention these and re-review the old games. However, a regular budget column is being thought about, so stay tuned.

The Golden Shot.

The other day I was out shopping with my Mum and we saw an Amiga light gun. From what I could see it had two games with it, and one of them looked like Space Harrier. I haven't seen any

reviews for it yet, so I would be very grateful for anything you could tell me about it.

Lee Young, London.

AA: Judging by the description you give of the games, I think it's the Golem gun you have seen. We received one for review not so long ago and came away feeling very let down. The gun doesn't prove very accurate, and the two games supplied - Gateway To Ypsilon and Master Of The Town - proved extremely dull in the long run. Ypsilon was a 3D shoot'em-up in which you had to protect a small metallic sphere from harm at the hands (paws?) of large dinosaurs, whilst the other game sent you on a mission of vandalism as you attempted to smash as many objects in a street before the police caught you. I think it sells for about fifty quid, and, as such, is best avoided. I hope that helps.

Extremely Lost Patrol

Where, oh where, oh where, is the Lost Patrol? You reviewed absolutely ages ago, and since then I have been patiently waiting its arrival. So, where is it? Did the Cong get there first? Or has it been pulled, destined never to darken our Amigas? Please tell me?

Ian Tadnor, Wimbledon.

AA: Wait no longer because - wait for it! - yes, The Lost Patrol has finally been released - so what are you waiting for? March down the shops and get it.

That's all we've got space for again, but keep your letters rolling in. The place to send your gripes, maons and - fat chance - praise is:

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Before I go, though, this month's 'Best Letter' prize goes to Goole's very own Patrick Rogers for his Kick Off II criticisms. Oh well, I'm off - see you next month, same time, same place...

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8. Argentina's Captain And Renowned Volleyball Player.
9. The Surprise Success Of The World Cup, Eventually Knocked Out By England.

All entries should be in for 30th or we'll just bung them in the bin.

N.B: Competition rules apply as usual, please see contents page for details.

Reviewed last month, Treble Champions proved to be a playable little management number and, to celebrate its release, Challenge Software, along with top sports gear company, Hi Tec have got together in order to produce this compo. Up for grabs is a superb Hi Tec tracksuit for the first prize winner, whilst ten runners-up will get a Hi Tec sports bag, and a further ten winners will receive a copy of the game.

OK, so what do you have to do to win one of these cool prizes? Easy, shown below is the word Challenge and stretching across it are a number of footy-related words. By answering the questions on your left, we want you to fill in the blanks and then pop the entry form in an envelope and send it to:

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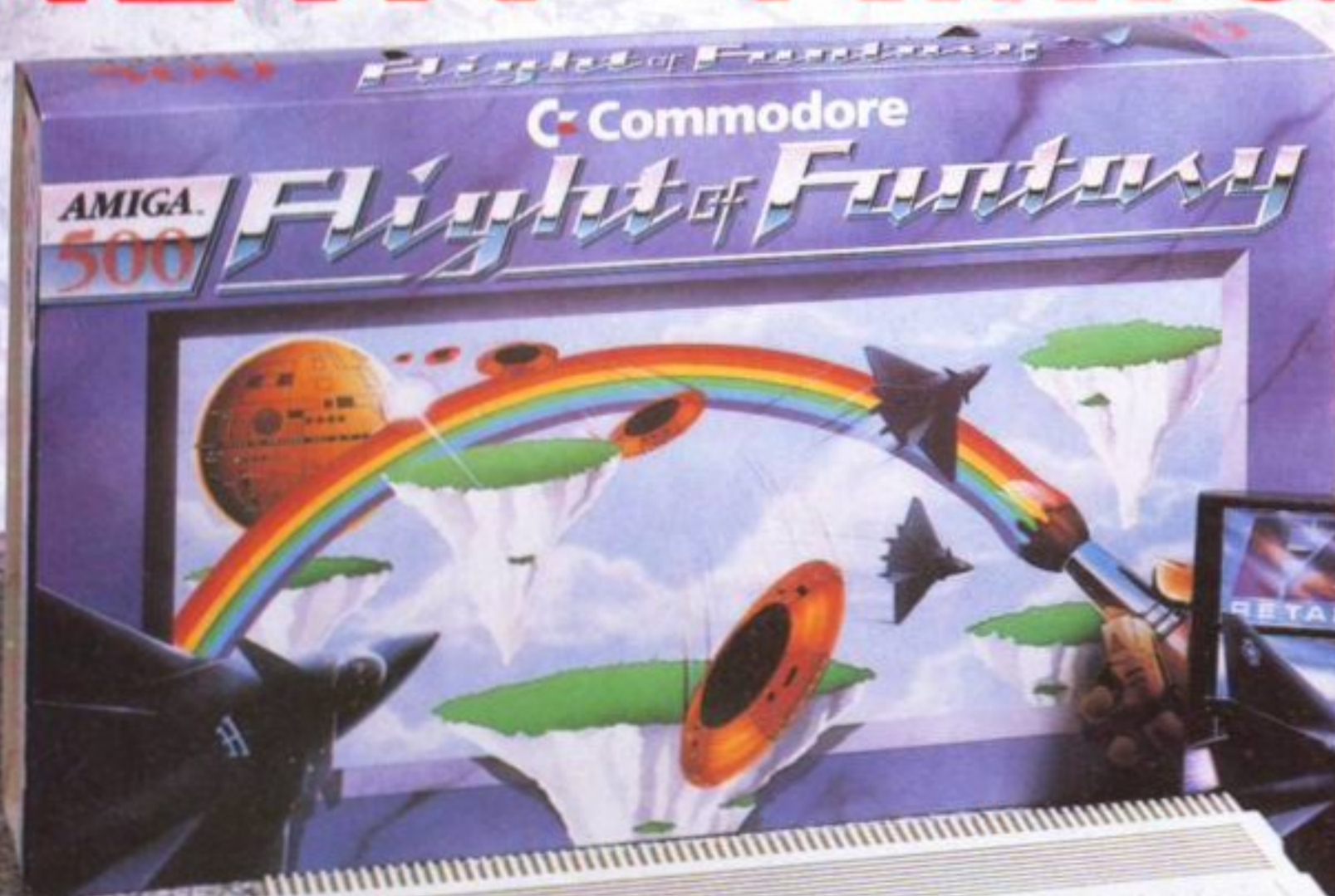
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NEW! - AMIGA PACK

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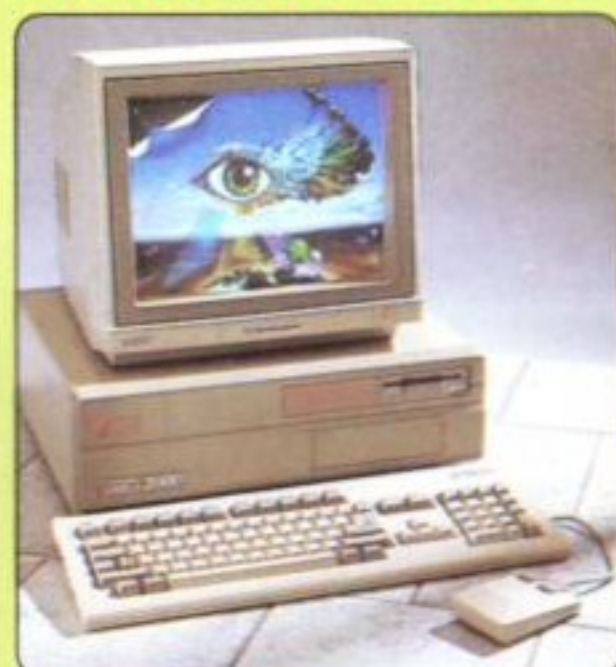
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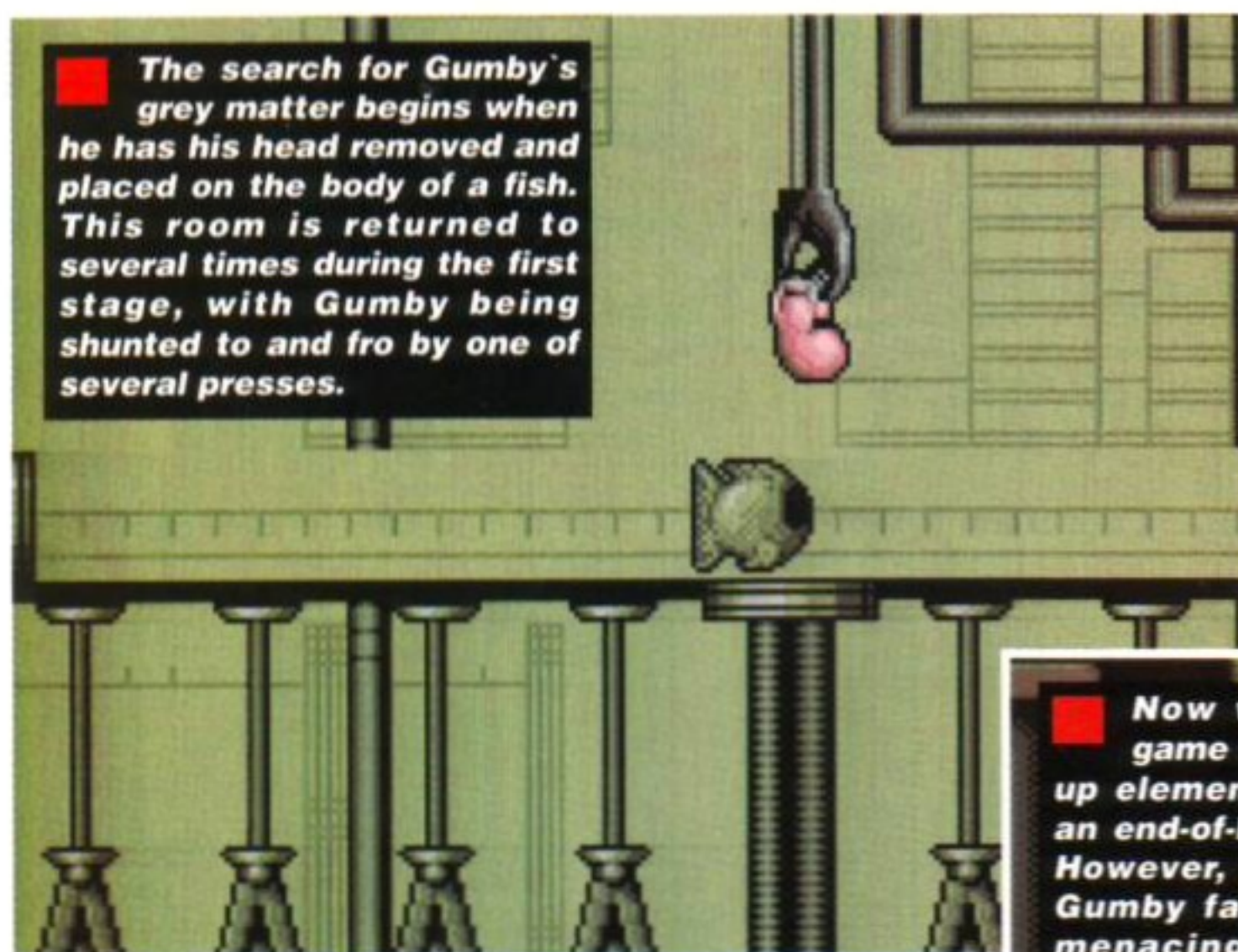
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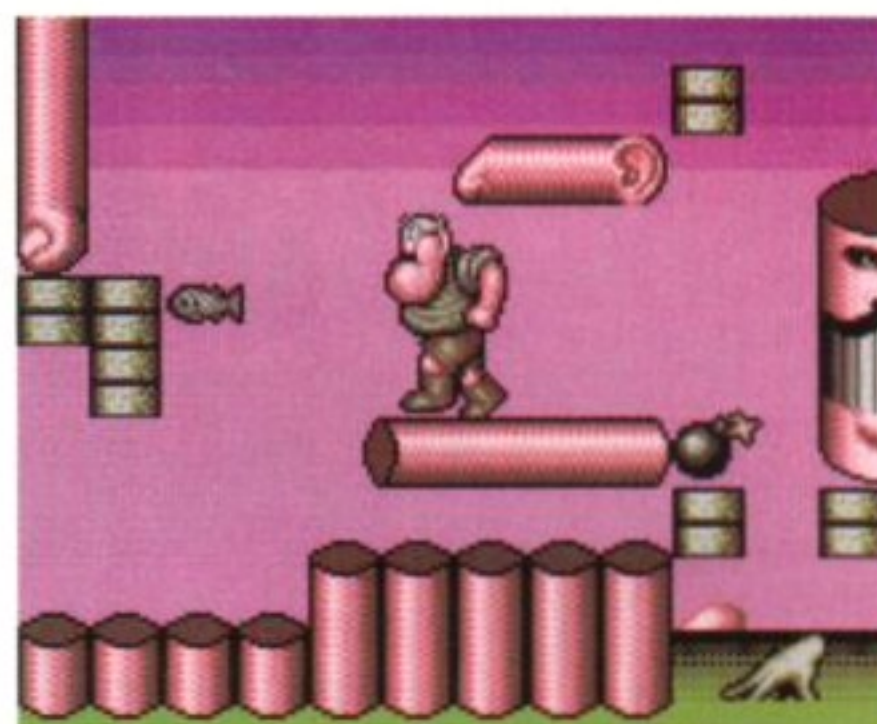
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Which computer(s), if any, do you own? A2000 ☐

£500 - Advertised prices and specifications may change - please return the coupon for the latest information.



■ The search for Gumby's grey matter begins when he has his head removed and placed on the body of a fish. This room is returned to several times during the first stage, with Gumby being shunted to and fro by one of several presses.

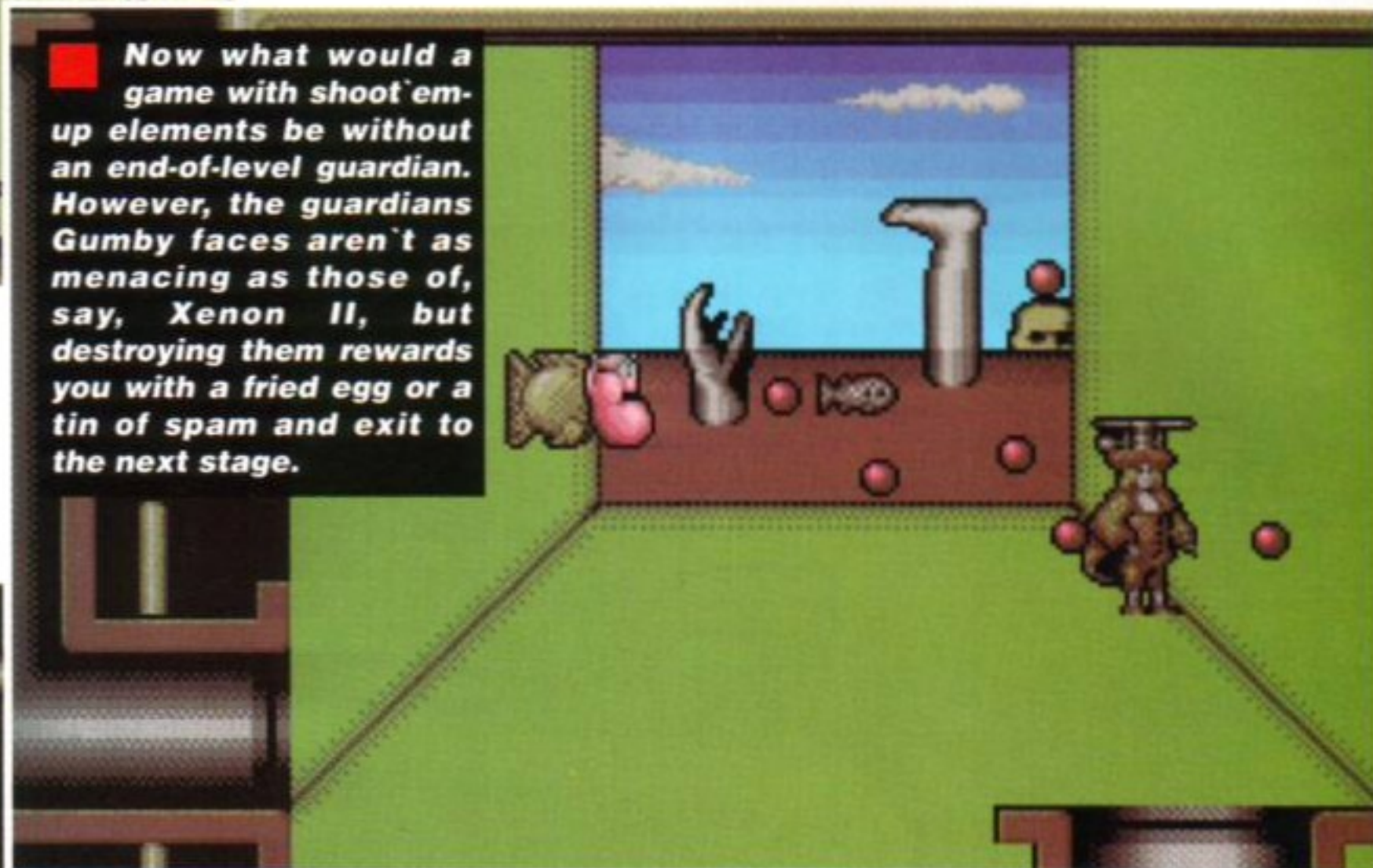


■ (Left) No matter what shape or form Gumby takes, he is constantly armed with a supply of best fish. These not only provide protection against the multitude of enemy sprites, but allow him to shoot certain blocks, revealing health-restoring tins of spam and eggs in the process.

■ (Below) Once you have battled your way through to the end of the stage, Gumby surveys his collected goodies. As he does so, the old woman opposite reels the items off in digitised speech. All together now: 'eggs, beans, and spam. Bacon and spam...'



■ Now what would a game with shoot'em-up elements be without an end-of-level guardian. However, the guardians Gumby faces aren't as menacing as those of, say, Xenon II, but destroying them rewards you with a fried egg or a tin of spam and exit to the next stage.



■ (Left) By way of a break, occasionally you will be invited to take part in an argument for bonus points. As the digitised voice of John Cleese shouts out 'yes it is' and 'no it isn't' and you must position the joystick either left or write to answer to the contrary.

VIRGIN £19.99

MONTY PYTHON'S FLYING CIRCUS

And now for something completely different: a computer game conversion of a TV show that everybody thought would be nigh-on impossible to realise. Featuring then unknowns, such as Eric Idle, Michael Palin, Graham Chapman, Terry Gilliam, and John Cleese, the TV series was an odd-ball combination of sketches and animations, and became an instant favourite with Beeb viewers with memorable scenes such as the infamous 'Parrot' sketch and the 'Lumberjack' song. As its

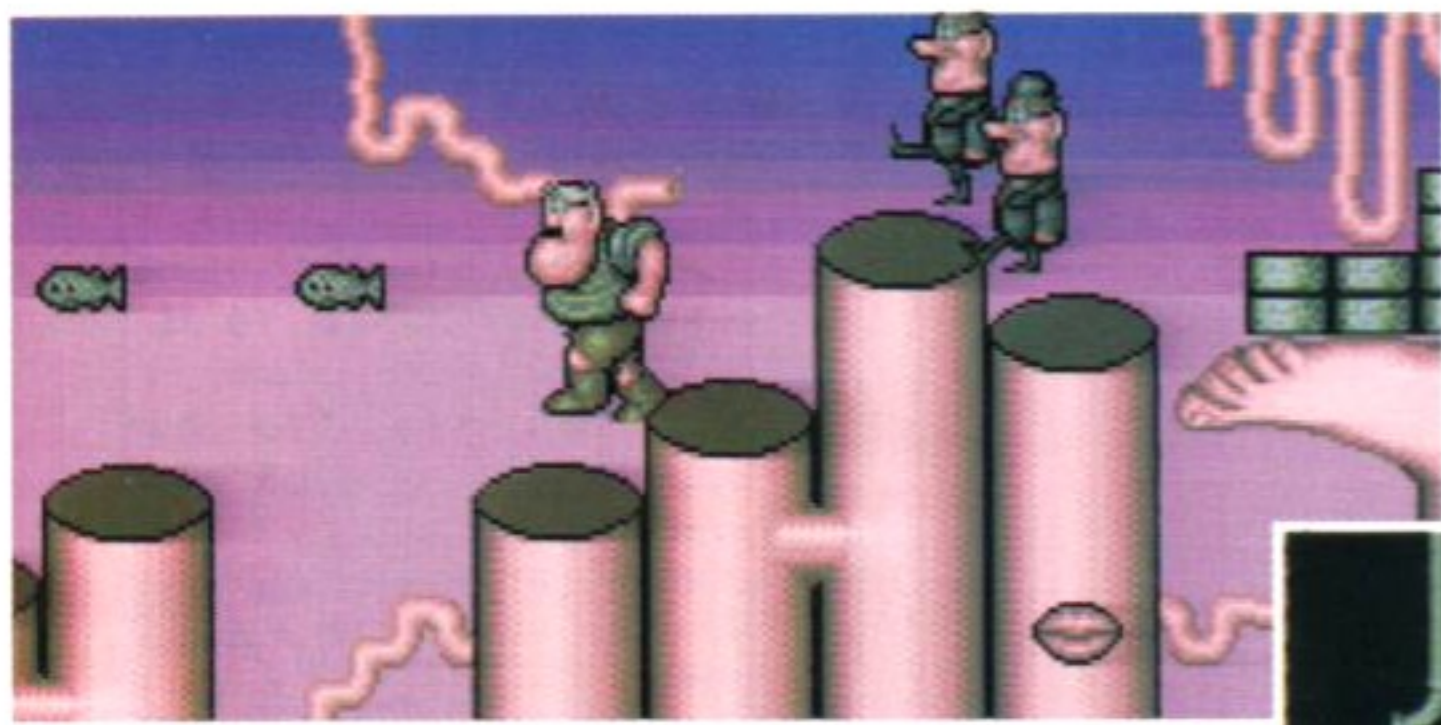
popularity grew, the series went one logical step further, spawning a number of films. The first, *And Now For Something Completely Different*, was simply a compilation of the team's best sketches, but the following two, *The Life Of Brian* and *The Holy Grail*, were brilliant parodies of the Bible and Arthurian stories. After these, the team went their separate ways, but their humour is still appreciated by millions with videos and records of the motley team selling like hotcakes.

When Virgin announced they had snapped up the rights to a game based on the series, quite how they intended to transfer the humour of the series to a computer game no-one seemed to know. But the job fell to Core Design who, in turn, have created an unusual five-stage shoot'em-up. Instead of portraying the likes of Cleese and Palin in individual sub-games, Core have instead taken the star of Terry Gilliam's linking animations, Gumby, and placed him in a surreal world of

DOUG

I must be the only person in the world who doesn't like Monty Python. I find the so-called classic humour dated, but, luckily, this can't be said about the game. Graphically, the game is excellent with dozens of interruptions popping up when you least expect them, along with some of the weirdest adversaries you are ever likely to encounter. That said, the gameplay follows a distinctly repetitive nature which I found a little dull.

dead parrots, men from the ministry of silly walks, and you can even expect the Spanish Inquisition (no-one expects the Spanish Inquisition!) to make an appearance. Armed with an unlimited supply of fish, Gumby

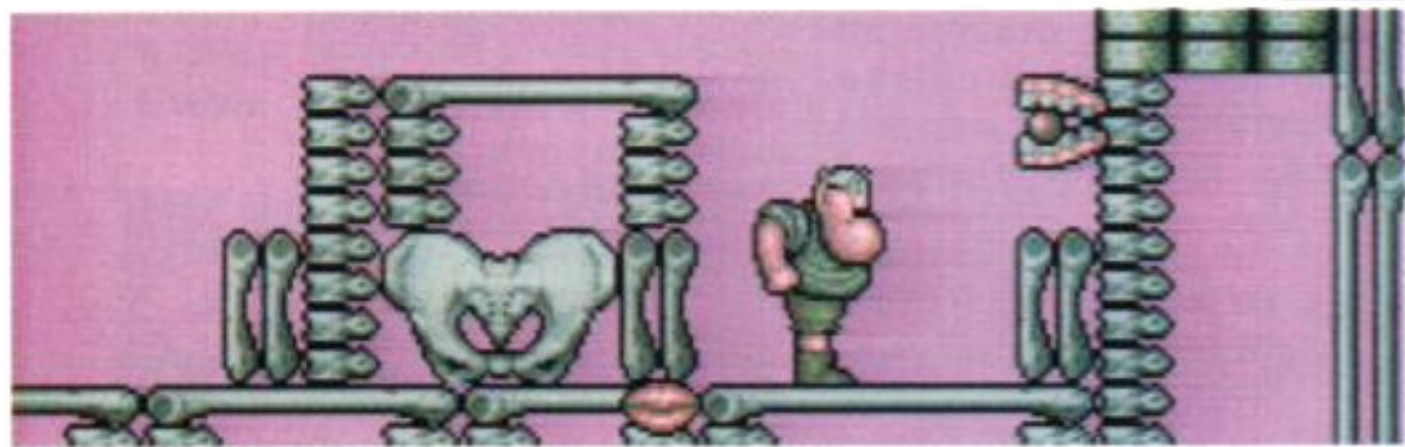


(Left & below) All the old favourites from the Monty Python series are present. As Gumby makes his way through the water-filled pipe system, he has numerous dead parrots dropped on him and he encounters the totally unexpected Spanish Inquisition, whilst later on he comes face to face with several civil servants from the Ministry of Silly Walks.

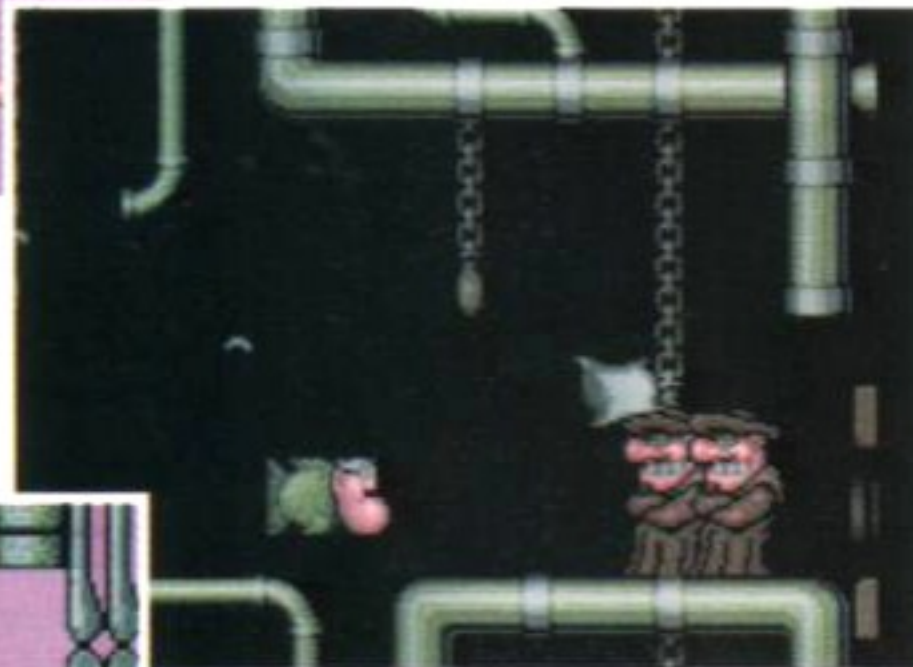
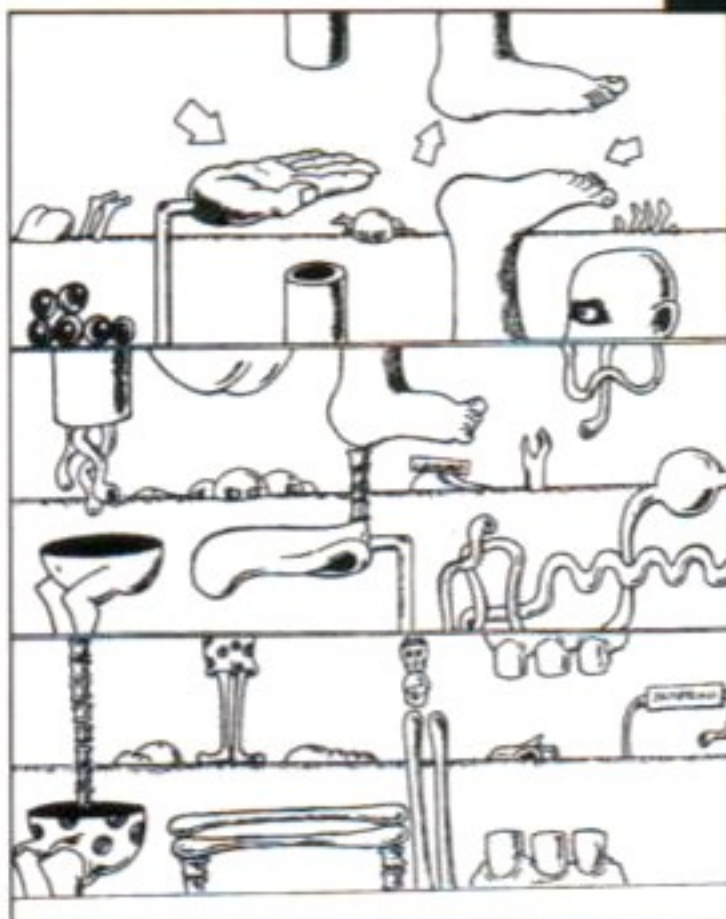
OVERALL RATING

74%

(Below) In keeping with the silly nature of the game, Gumby begins the game with just under a billion points. Every time you shoot something, this is then reduced accordingly until you have lost enough points to get you OFF the high-score table!



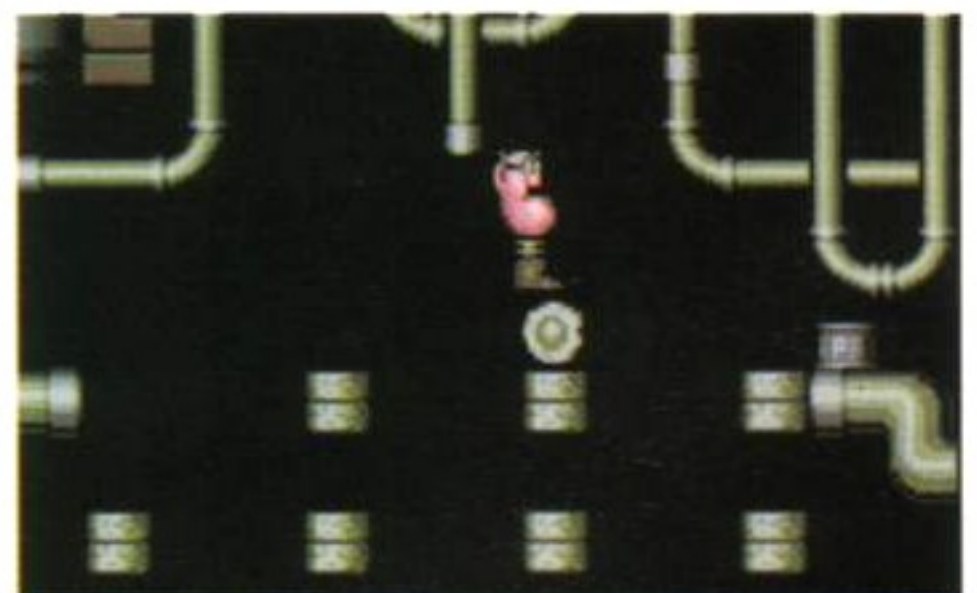
(Below) Monty's graphic style is extremely close to the original sketches because Core's graphic artists copied key characters directly from one of Gilliam's Monty Python books. These were then transferred over to the Amiga and coloured in the drab pastels that the final animations were noted for.



(Above) Hidden away during the level are small squares of screen which, if shot, relinquish valuable bonus points. At the start of the game, there is an option that allows you to see where they are.

(Left) In a scene reminiscent of Manic Miner and transferred from the TV series' title sequence, whenever Gumby's energy is fully depleted he is transported to an ominously dark screen and squashed by a giant foot which, if you've been playing properly, you should be able to recognise.

(Right) Hidden away from prying eyes are goody-filled bonus screens. But before Gumby can collect the treats within, once again his head is transplanted onto a unlikely method of transport (a boot this time).



must make his way through each of the horizontally-scrolling stages, avoiding contact with murderous parts of the body and the aforementioned parrots and silly walkers. The reason for our hankie-wearing hero's mission is, as expected, silly. The five grey cells that make up his brain have been stolen by an unknown thief. Thus, brainless and gormless, each of the horizontally-scrolling stages must be scoured in search of the missing pieces of grey matter. Along the way, various Montyesque escapades will be encountered, including a useful guide on how to recognise different trees from a distance, and these are used to break up the action.

During his search for the missing cells, Gumby can also collect eggs, beans and spam (spam, spam, spam, spam, wonderful spam) to replenish any energy lost during contact with the weird assortment of assailants, and a bonus is given at the end of

STEVE

The visual presentation of Monty Python is close to the original animations but you don't have to be a fan to appreciate the many dead parrots and men with silly walks that you encounter. However, behind some neat presentation and some effective samples, lurks a slightly repetitive game. Gumby's adventures start off well enough, but, despite the odd sub-game, there is very little variation. This is the only failing in an otherwise playable game.

the level when the collected food is deposited in a hole in front of a wrinkly old lady who then reels their names off in digitised speech (taken from THE spam sketch, in fact).

GRAPHICS

The use of colour and shading captures the atmosphere of the Monty Python animations perfectly. And the enemy characters are varied and instantly recognisable from their TV counterparts.

77%

SOUND

The game opens with the Monty Python theme, there is a choice of sound effects or music. The effects add to the game more - especially some of the digitised speech.

75%

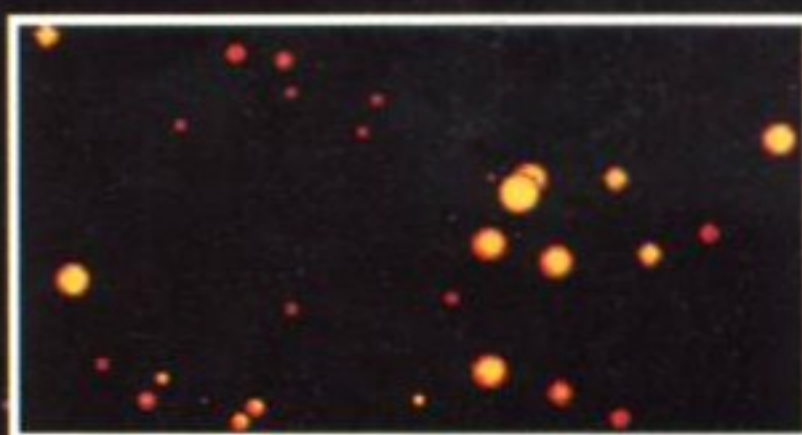
ALEX

The humour that is used in the Monty Python television series has been brilliantly adapted onto the Amiga, with sketches such as arguing with John Cleese and the 'Spam' sketch brought back wonderful memories. However, I think that the game borrows too much from the TV series and therefore anybody that has not watched the T.V. show may not understand some of the jokes. I fail to see the lasting appeal of the game, and although I was impressed by the graphics and the weird sounds, I can't see myself returning to the Flying Circus.

OVERALL RATING

68%

■ Imperium has everything you could ever desire from a strategy game, although it may take you a little while to find what your looking for. At any time, you can call up a star chart, or for the shorter journey, a map of the immediate solar system.



GRAPHICS

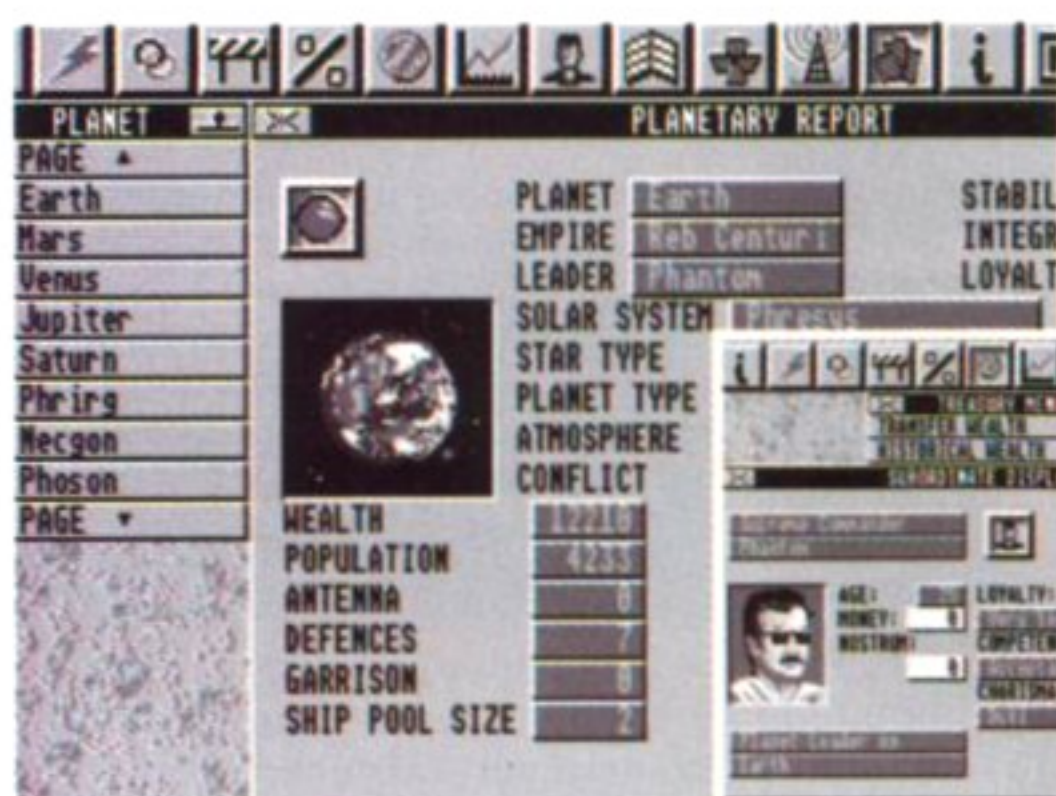
Basically, Imperium consists of dialogue boxes and that is it. However, Imperium is not supposed to be spectacular to look at - just to play.

59%

SOUND

Just the same as the sound - if it's sonic effects you want, don't get Imperium.

45%



■ (Left) To see just how well your planet is coming along, you can look at the report which will inform you of statistics such as wealth and population. This will let you correct any minor disasters before they grow out of hand.

■ (Left) Being the emporer of your planet, you have many subordinates under you. These chappies can range from being loyal and therefore will cater for your ever need, to sly devils who will knock you off given half a chance!



■ What happened to the batch of nostum you should have recieved last year. Anyway, it's too late now as your body crumbles to dust and your life force fades away into nothing.

ALEX

I must say that I was rather looking forward to the release of Electronic Arts' Imperium after all of the news that was spread before the game appeared. However, I didn't quite find what I expected. Granted, Imperium offer in-depth gameplay and virtually every aspect a game of this game needs, but it didn't have that certain thing that could keep me interested. It may take a little while to learn the controls to begin with, but after a while everything should be straight-forward. Overall, a disappointing release.

ELECTRONIC ARTS £24.95

IMPERIUM

Earth, our home planet, has changed quite a lot in the year 2020. You have been elected to take on the role of the leader of the Earth's empire. Not an easy job, you may think, and one that requires you to use all of the diplomatic skills and political knowledge you have, too. As well as all of this, you must make the correct decisions, like when to declare war, for instance. Your success in either one of these categories will effect your empire overall performance because all are connected.

All of this may seem a little heavy for first-time players, but a thorough read of the comprehensive manual should see the players through. Not only that, but the player can be assisted by computer-controlled advisors, therefore making some tough decisions for you.

You must try and build the biggest empire that you can in your life time, so all the time you hold dither over decision, your life span is gradually ending. There is one answer to that - Nostrum. Nostrum is a drug that

decelerates the aging process. Obviously that means that if you can get your hand on the narcotic, you have a greater chance of achieving your goal.

The list of choices is almost endless, as you can do virtually anything you want and be anybody too! Maybe a warmonger would suit your style, putting all profits into military experiments, or maybe you are the passive type and try to improve your diplomatic relations - it's entirely up to you.

DOUG

If you like numbers, you'll love this. Imperium is a strategy game that involves players using their old grey matter to the full. The game features few graphic sequences and players are treated to an array of easily accessible facts and figures instead. Personally, I found the game a little too complex. Although the manual provides all the information you're likely to need, it doesn't really help new users get into the game. Unless you really enjoy this kind of thing, I suggest you give it a miss.

INTRODUCING

MAD

PROFESSOR MARIART!

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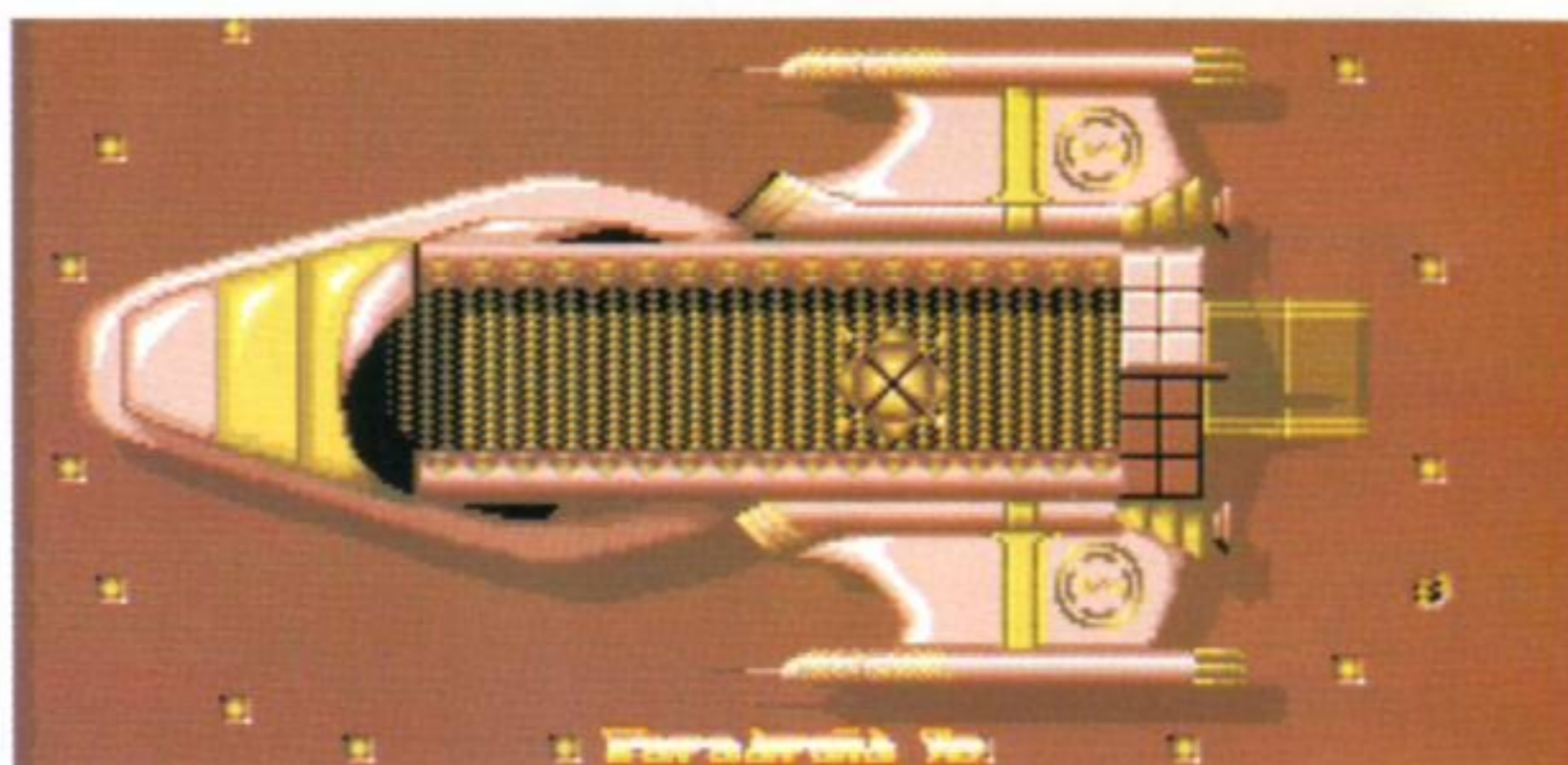
THE WORLD'S NUTTIEST SMALL SCREEN HERO IN HIS FIRST ARCADE ACTION CLASSIC

When the Professor is instructed to close down his five Laboratories by The Lord Mayor or face being taken to the local Lunatic Asylum by Doctor Headbender, you can see he needs your help. You must guide the Professor through over 100 screens avoiding Mutant Monsters and solving strange puzzles in your quest to save his sanity.

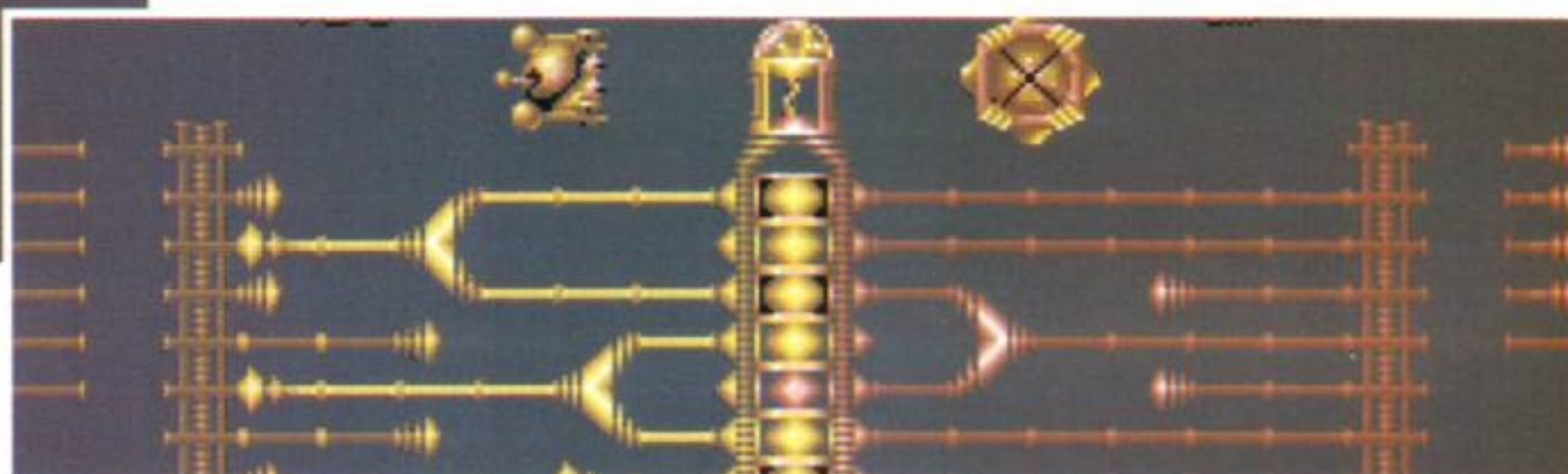
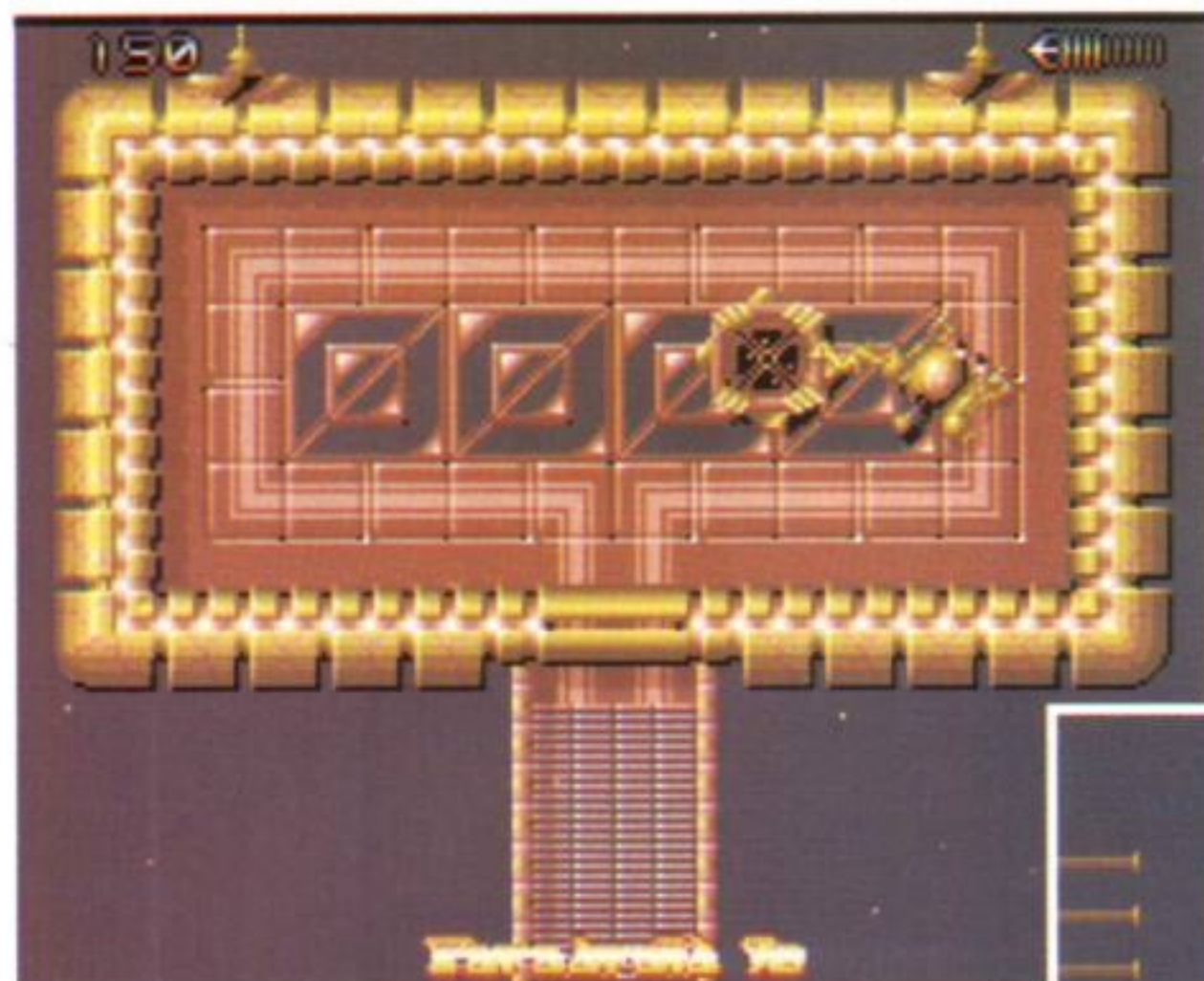
- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the tool vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking floppy disks, caterpillar micro chips, spinning laboratory flasks, molecular sculptures, walking joysticks..... too many to list.
- By Shaun Hollingworth creator of many hit titles including "Pac-mania".

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.

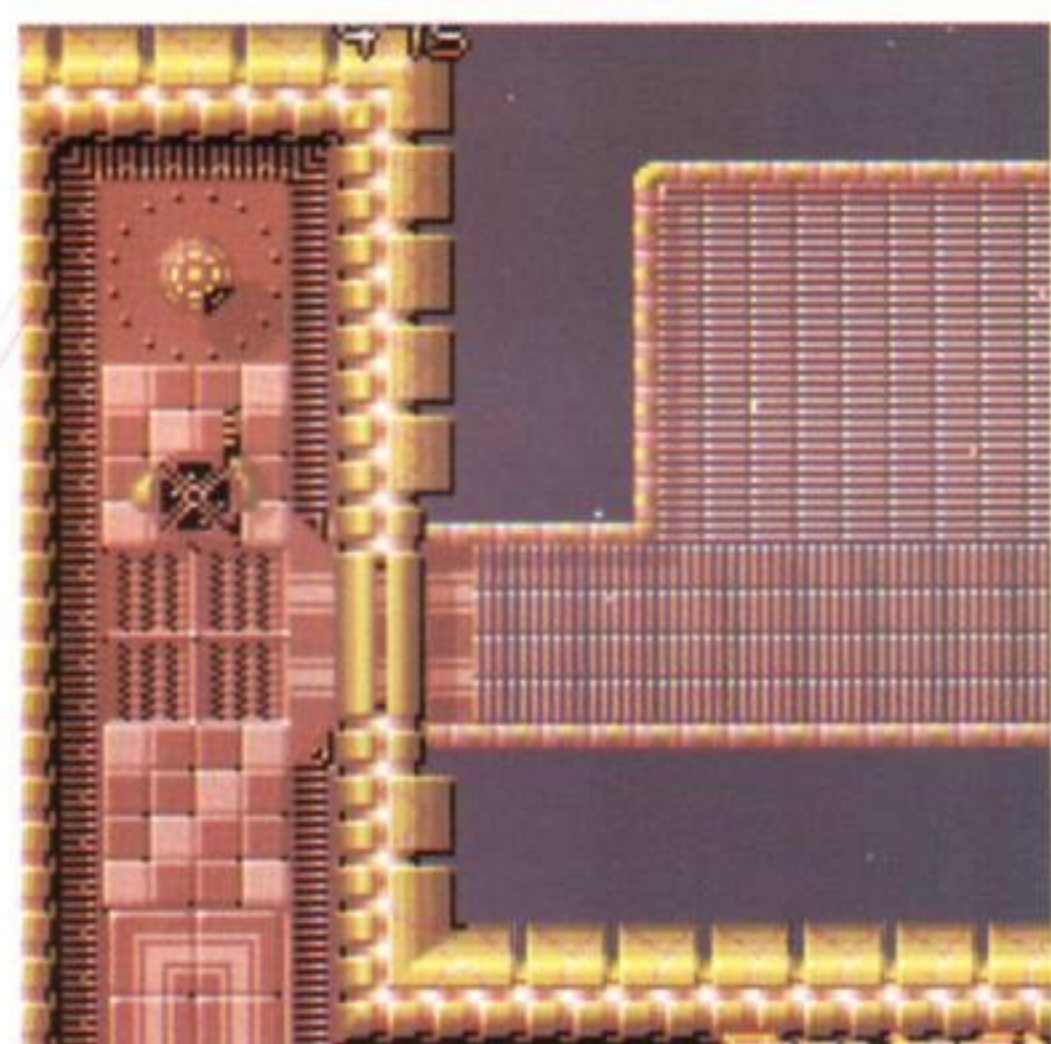
(Right) You come out of the lift and find yourself in the docking bay. Although this may look a very nice place it certainly isn't, and not only do you have to watch out for the patrolling robots, but you also have to avoid the retros of the parked ships.



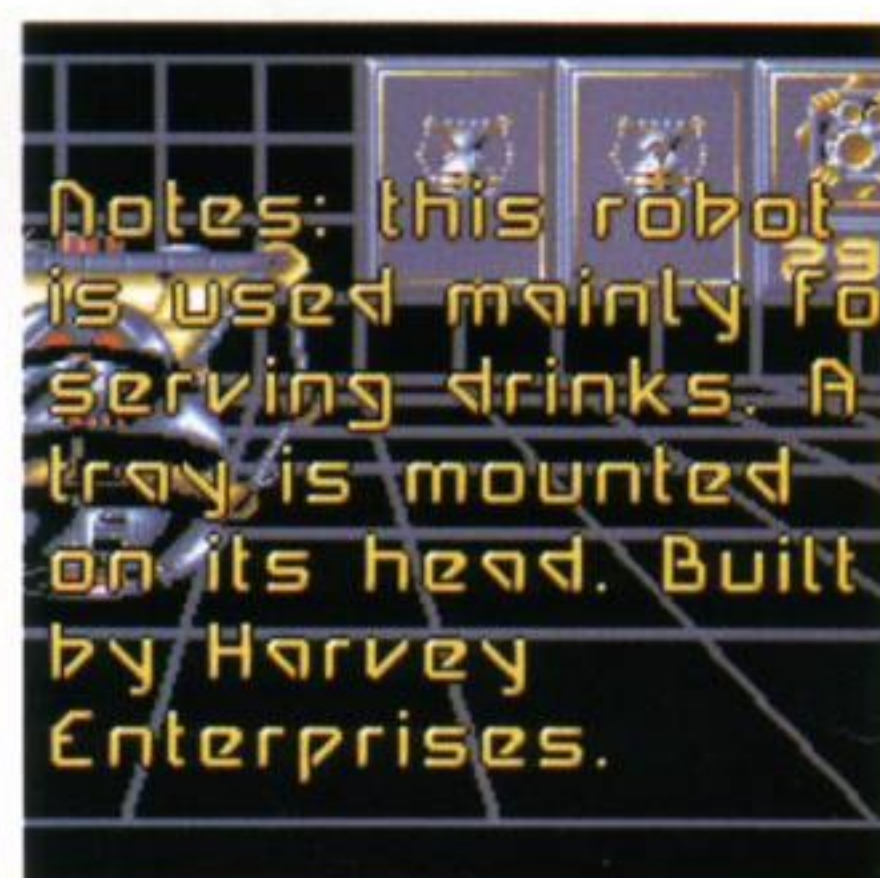
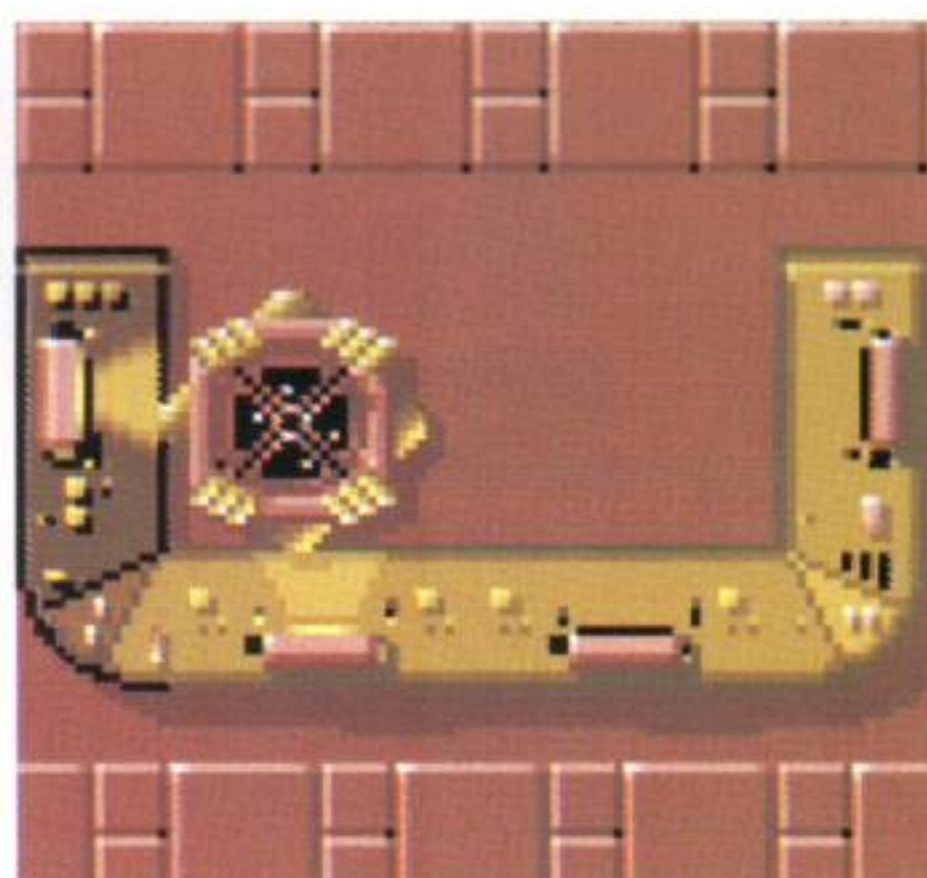
(Left & below) Spotting a rather tasty looking robot you decide to transfer with him and get to have a go with his huge gun. Once connected it's a fight to the death to try and gain control of the circuit board.



(Below) The computers come in very handy for finding out what's going on, so regular visits are essential. Once you've logged on you can access all sorts of things, but the droid library is by far the best.



(Above) You're bound to run low on energy every now and then, so knowing where the energy pods are is very handy. A robot can only go on for so long and eventually you'll have to grab another in order to reach your goal.



Notes: this robot is used mainly for serving drinks. A tray is mounted on its head. Built by Harvey Enterprises.

HEWSON £24.99

PARADROID 90'

Although not a lot of people know it, Hewson have been around for a very long time. They first made their appearance when the home computer market was making its first boom, and were responsible for such classics as Gribbly's day out and Paradroid, the original 8-bit version upon which this is based. The game received a whole selection of different accolades, and one magazine actually gave it 100% for

presentation (which I think was a bit dodgy). But when it came down to it, Hewson's games were very good, and way ahead of their time in both capabilities and playability.

Within the game you control a small droid known as the influence device, whose soul intention is to rid the space craft that you are on of any other droid presence. Disposing of the other droids can be done in two different ways; the

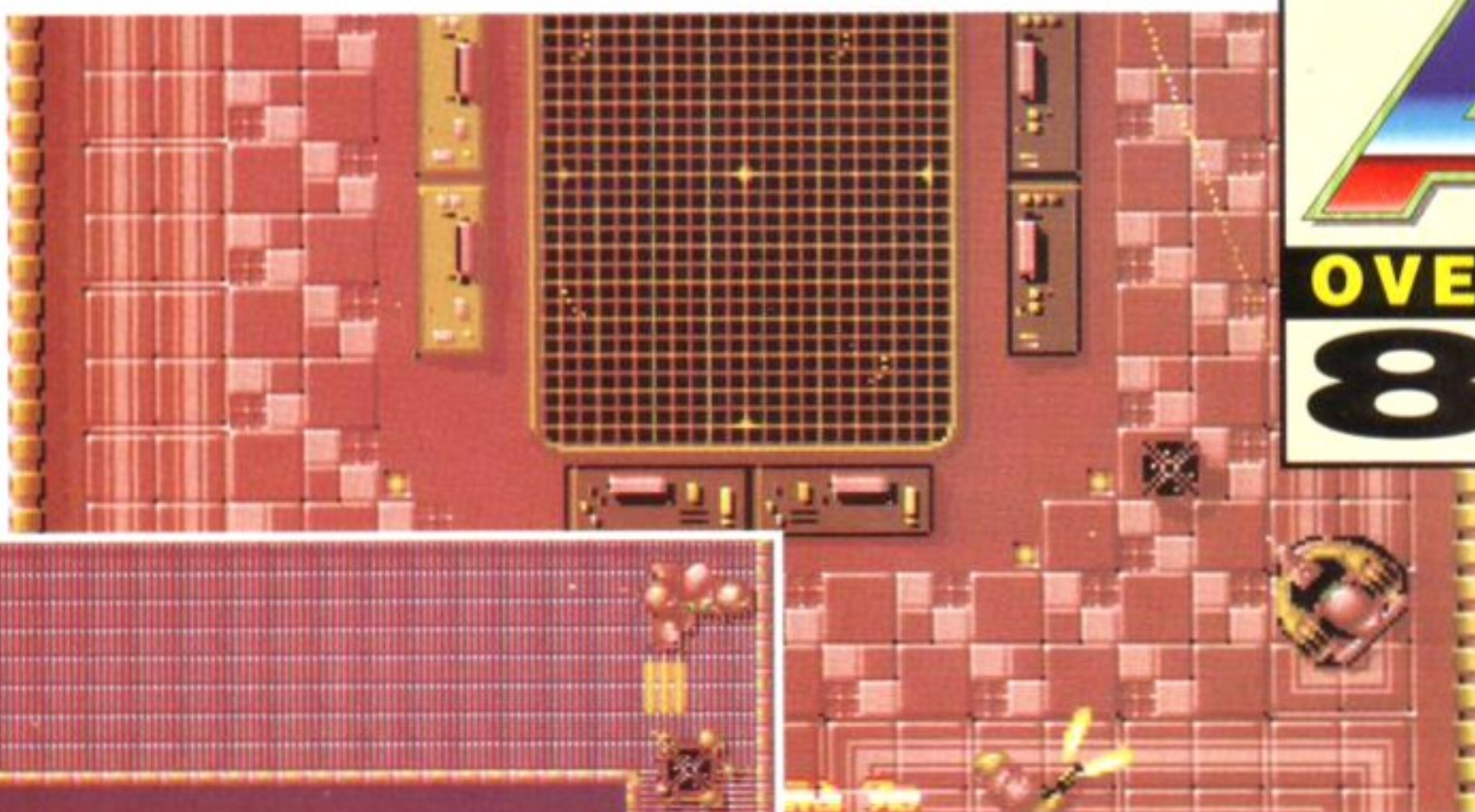
first and most straight forward way is to shoot them with your laser until their energy runs out and they explode; Method two is Transference. This is done by over-riding the other droids circuitry and then connecting to him, thus being able to use his weapons and protection. When you begin a transfer sequence, a circuit board will appear on the screen. The goal is to change the components in the centre of the

DOUG

It was five years ago that Paradroid was brought out, and I remember when I saw it for the first time. It was a brilliant game then and even with all of the new ideas that have appeared during those five years Paradroid 90 still plays exactly the same as the original and a lot better than most of today's games. Paradroid 90 is the definitive shoot'em-up and should not be missed by anyone. If you remember the original then you'll already be getting your money out. If you haven't then put Paradroid 90 at the top of your shopping list - it's a must.

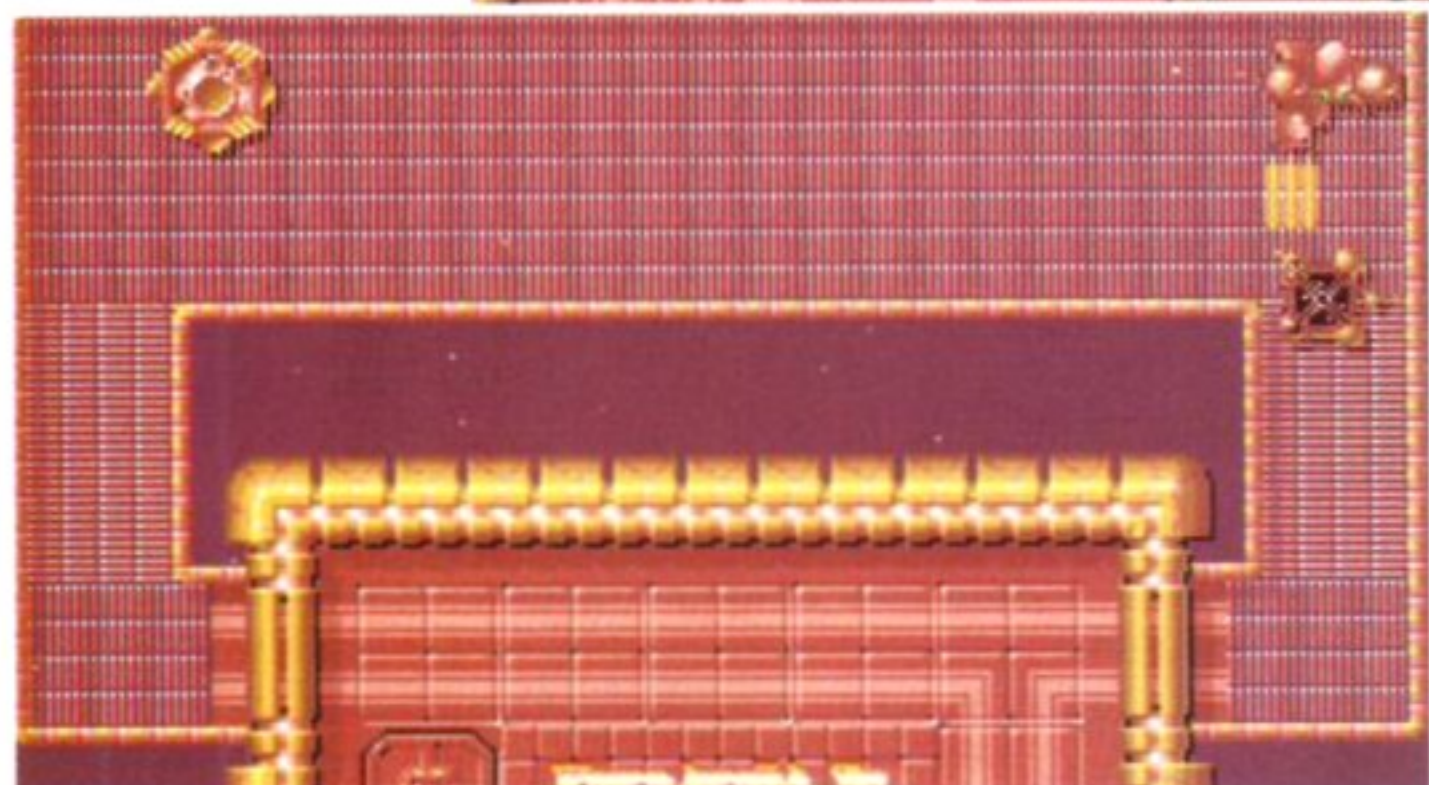
board to your colour by sending power to them with the pulsers at your disposal. Depending on which droid you in control of, you

■ (Right) The most powerful droid is the 999, so gaining control of him is obviously hard. Although this robot is the best, his energy runs out quickly and no sooner have you got him, you'll probably have to look for something else!

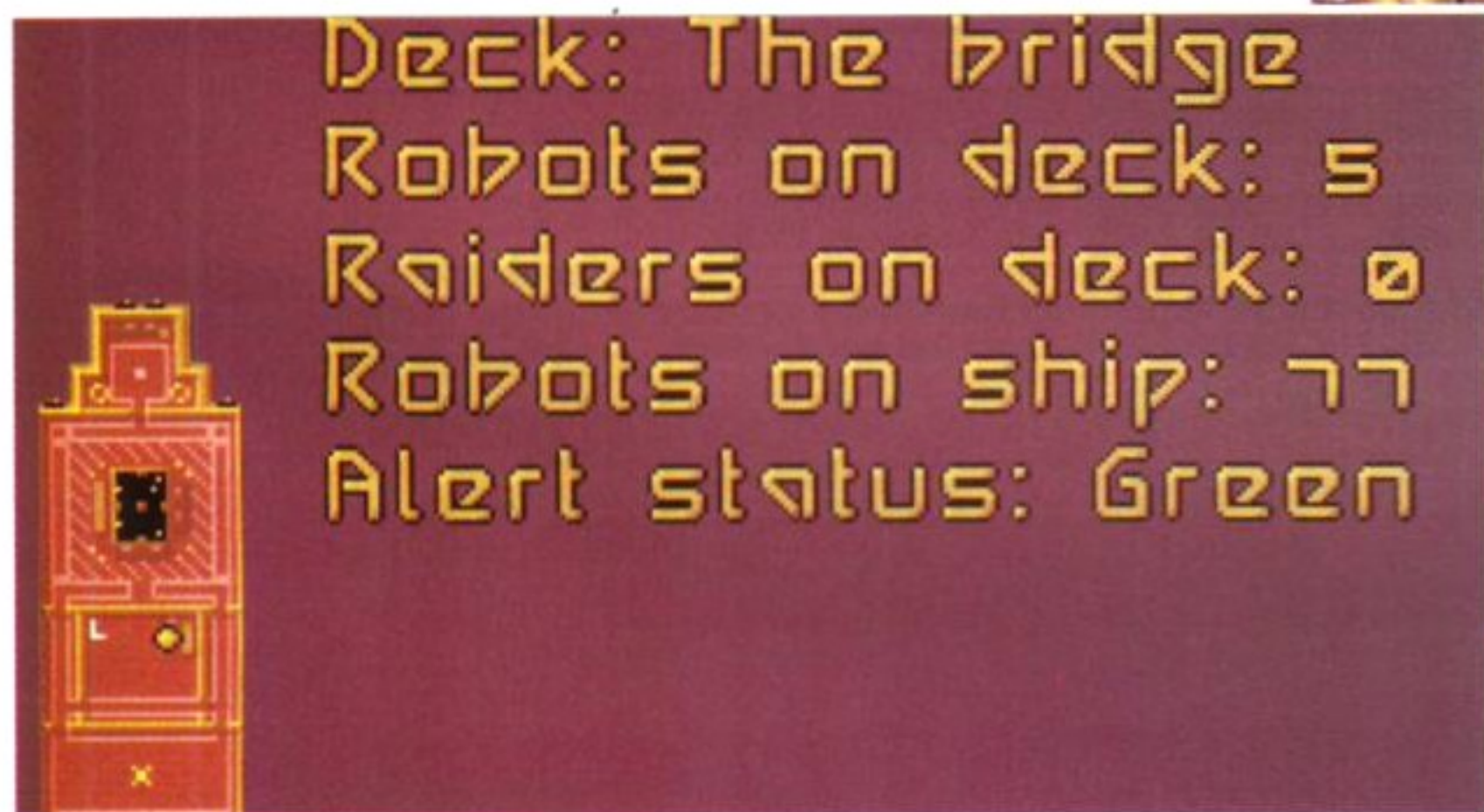
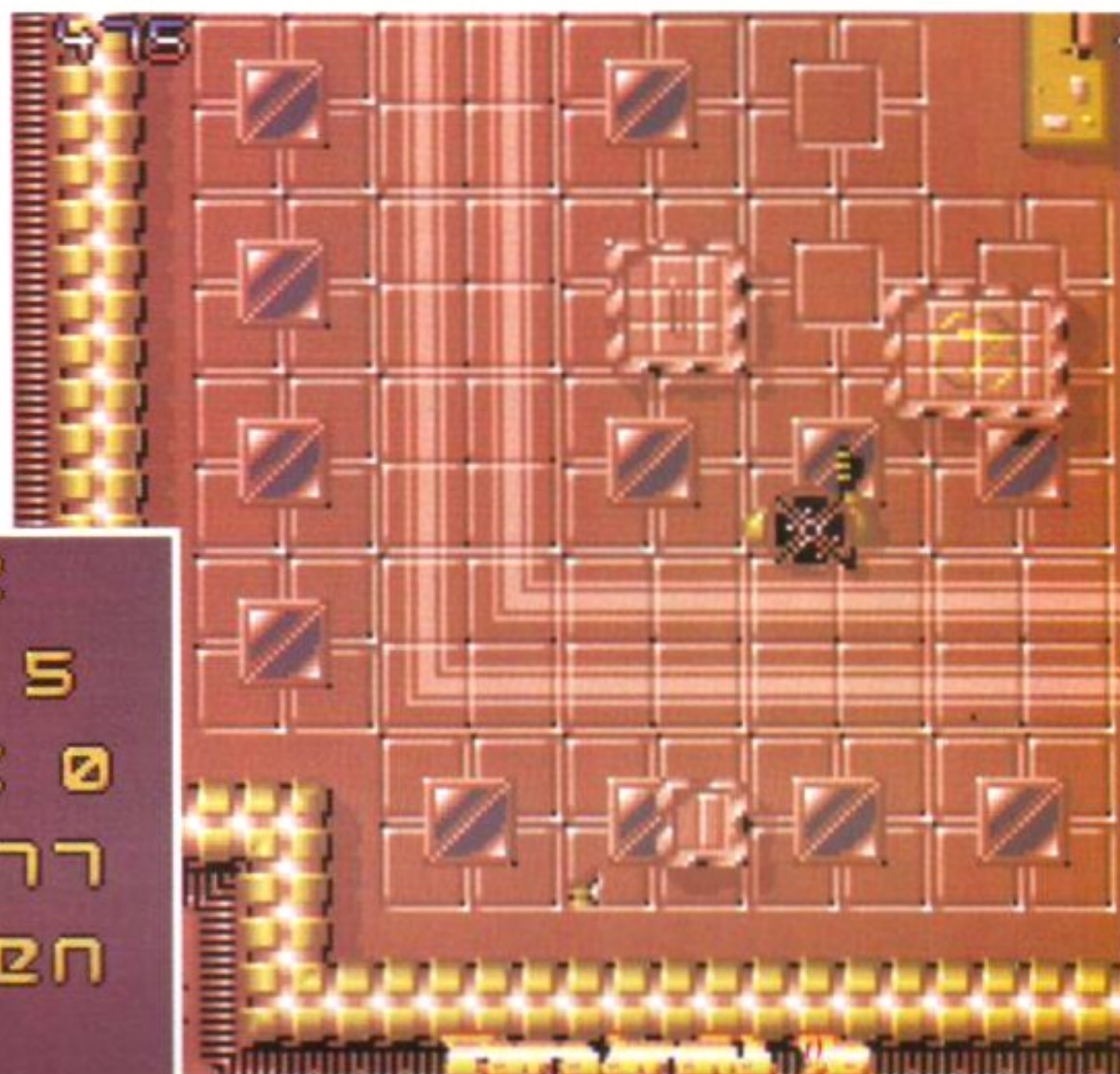


AMIGA ACTION
OVERALL RATING
85%

■ (Below) There are a number of objects to be found here and there, most of which can be used as a shield from enemy fire, but they can be destroyed so be ready to get out of there.



■ (Below) With three lasers blasting away, not many robots are going to stand in your way. However, the gun doesn't reload too quickly and if you get stuck in a corner you could find yourself in trouble.



■ (Above) You log on to the computer and take a quick look at the deck to see where the robots might be hiding. The question is, will they still be there by the time you get there.

will have a certain amount of pulsers; the more powerful your robot the more pulsers you will have. You only have a certain amount of time to accomplish this task and failure means the destruction of both the droid you are trying to transfer with and yourself.

The ship comprises of a selection of different decks, that are connected by a network of lifts. Each of the decks will also have a computer console. Stored in each of these computers is information on the alert the ship is presently on; a map of the present deck and whether there is any robots still patrolling the area; and information on each of the robots that you have transferred with.

Something that was not on the original is the Raiders. At any point in the game the Raiders will teleport onto the ship. The ship's onboard computer will sound a klaxon as the Raiders ship approaches and then they will beam aboard and start wrecking the ship and stealing anything

STEVE

I really enjoyed Paradroid when it was released back in 1985, but this 16-bit version is simply incredible. The graphics and sound are top class and the game plays like a dream. The game is really simple and to look at it you would think that it would become a bit repetitive. However, this is not so and once played you can't put the game down. Paradroid 90 is a stunning shoot'em-up and rates as one of the best I've ever played. I would definitely recommend it as a worthwhile addition to your software collection.

important. These robots should be destroyed as quickly as possible. However, they don't need to be killed to clear the ship and advance to the next level.

GRAPHICS

Although the graphics still retain the 8-bit design they've been upgraded well and look brilliant.

87%

SOUND

Again the sound is based on the C64 version, but they still sound great, and help add atmosphere the game.

81%

ALEX

I remember in the distant past playing a game on the C64 that was far superior to that of any other around at the time - that game was Paradroid. This classic has now made it onto the more powerful Amiga, and what a conversion it is. The game is highly polished, and the action is fast and yet thought must be used. The transfer section makes a change from the exploration screens, and that can only be for the better. All of this adds up to one hell of a game. If you owned this game on the 64, it is well worth getting for the Amiga. I have to admit that the conversion was definitely worth the wait. If you haven't seen Paradroid, buy it now - you won't be disappointed with the result.

ACCOLADE £24.99

HARDBALL II

Following American football's example, baseball is fast becoming a popular sport over here - and is it really suprising with the influx of all-American Baseball movies churning out of Hollywood over the last few months - but now, with the help of Accolade's sequel, Hardball II, those of us who are`nt the fittest people in the universe, or who are just as happy not to get too involved, can at last partake

of this acclaimed sport from the comfort of our armchairs.

Smell the chalk on the turf, hear the crack of the bat on the 90 mph fastball and feel the tension mounting all around you. You're the one they're counting on, but can you bring your team to victory? You can take the role of Charlie Sheen batting for the Redsox, or Fred Bloggs fielding for the Cheshire Cats, the choice is yours in this `whole new ball

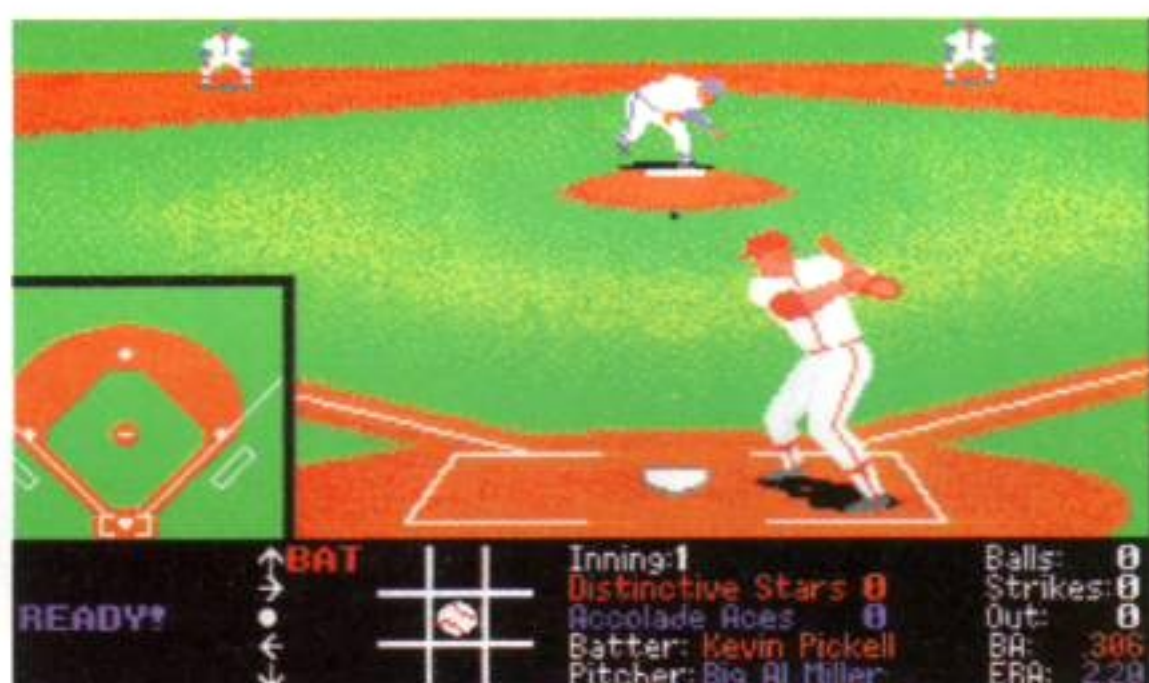
game`.

Your main aim throughout, is to reach the top of the league table, using many of the options displayed on the Manager's screen. These can enable you to do a number of things from choosing which Stadium to play, to creating your own team line-up. Deciding each player's attributes is vital to your having a successful team, so further options such as selecting

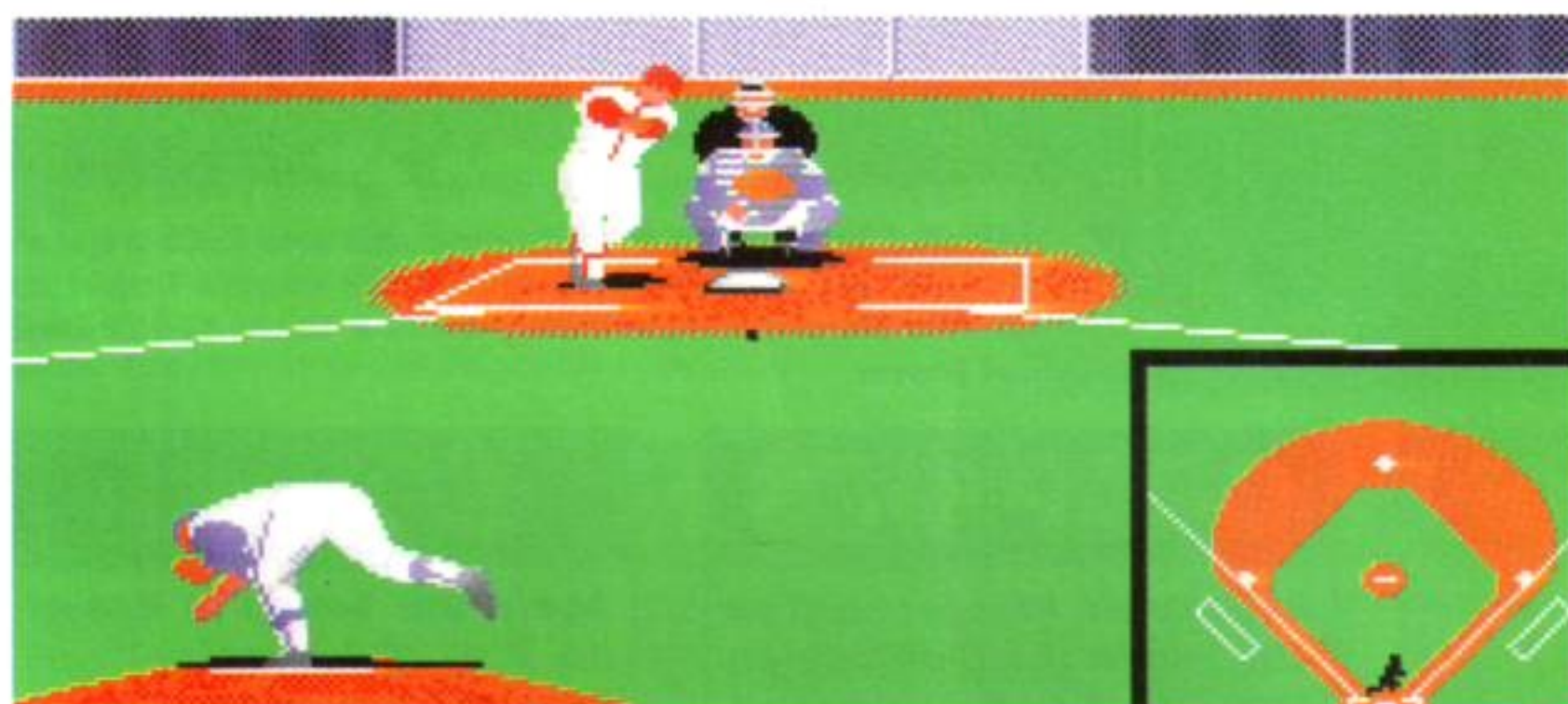
pitching speeds and throwing arms are available. When in play, it is also possible to change fielding positions, place substitutions, or change the batting order, all of which help in your battle to get to the top. If, during the game you happen to exhibit a sporting masterpiece, there is even an instant reply option for you to gloat at, time and time again. Now all you have to do is play ball, so go, go, go,....

**OVERALL
RATING**

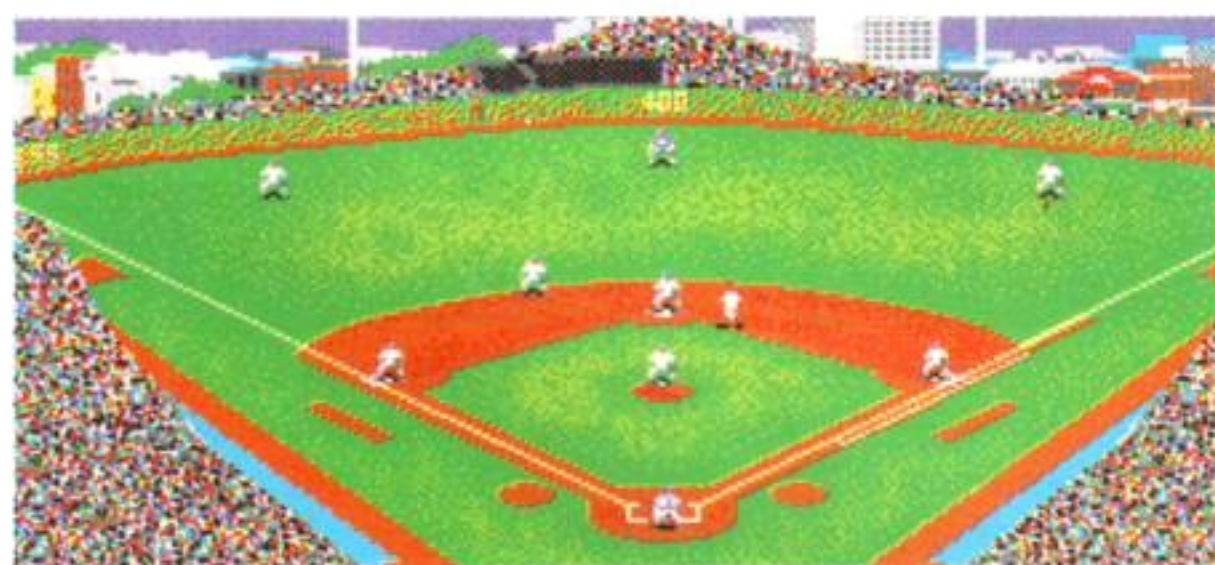
64%



(Left & below left) Batting and pitching are both performed using a simple directional system which determines the style of pitch or swing. Once your throw is determined, you can add swerve to the throw, and hitting the ball is a matter of timing and positioning your swing to meet it just at the right time.



(Below) Hardball II features literally dozens of options and from an easy-to-use menu, you can select not only your opponents, but which field you play on.



(Right) Building up a decent team takes time and practice, and at first relies on trial and error to see who performs best and at what position.



(Above) There are a number of views from which play can be seen. But, for the most part, it is best to stick with the one as seen from behind the batter.

STEVE

I was a great fan of the original 64 incarnation of Hardball and this sequel is just as good. Getting to grips with the game's hitting and pitching system takes time, and I feel that someone who hasn't played the game before may be put off by an initial difficulty. In addition, despite a few viewing options, the changes are sparse, but as the gameplay is still as good as it ever was, I think Hardball II is worth a look.

SOUND

The sound effects appear to be very limited throughout, but this does not affect the game in the least.

35%

GRAPHICS

The animation is quite good, and there are clear views all around the pitch, which are helpful in making the game-play smoother.

78%

FALCON

TM

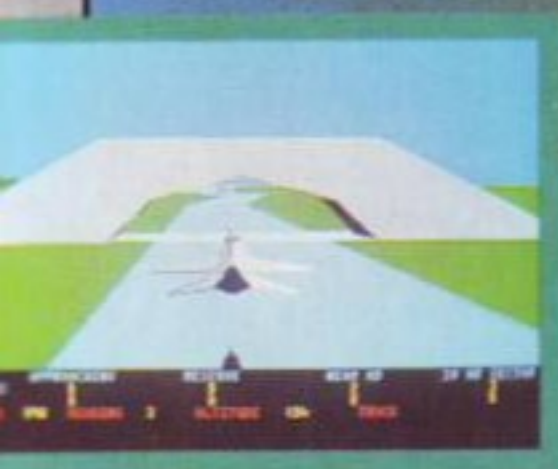
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ACTUAL SCREENSHOTS £19.95

SORCEROR'S APPRENTICE

Actual Screenshots' latest game, *Sorceror's Apprentice*, places you in the part of wisened old man blessed with the King's magic powers. The reason for this gift is because the King wants you to free the land from the forces of darkness. This objective is thought to be somewhat impossible, but full of confidence, you enter the first castle in the land. To destroy the dark power that lies within, you must locate the power crystal. Once found, this large gem is the source of the evil power and therefore must be destroyed. As you explore the numerous castles, you will encounter all manner of hostile creatures, most of which offer points for their destruction. However, you must think more about shooting the zombies, as some carry the precious blue crystals. To begin with, you must terminate each zombie carrying one of these balls and then collect it before it smashes to the ground. The amount you must catch varies depending on the level you are current participating in. Once they have been stored in your pouch, you must then throw them at the Blue crystal. They shatter on impact and once all have gone, you are mysteriously

transported to the next level. You start the game with three magic potions. The phials of smoking

liquid have a rather strange power - they allow you change into an invincible insect.

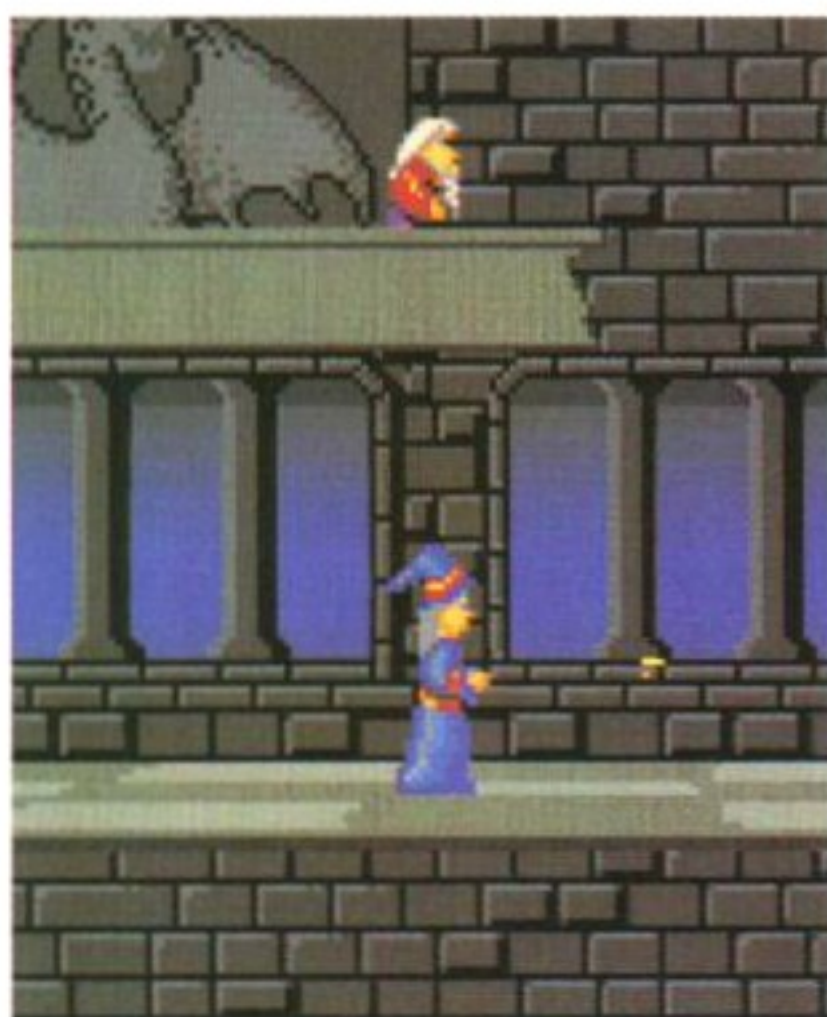
STEVE

Oh lordy, what a disappointment. There was I thinking that this would be a game starring Mickey Mouse as he tried to get a roomful of brooms under control, and what do I get? A monotonous platform romp with Defender overtones. Shooting the heads off zombies is fun for a while, but the levels don't change a great deal and the fun soon wears off. Overall, a game that doesn't warrant a great deal of attention.

■ (Below & below right) *The Sorceror's Apprentice* offers addictive gameplay combined with attractive graphics. It involves our friendly old man blessed with the Kings magic to explore the inside of the land's castle in search of the blue sphere carried by the zombies. Once found, they must be collected before throwing them at the evil one's power source - the gem.



■ (Below) Shooting various creatures reveals certain objects that can prove very useful. such items include extra phials of potion as left by toads, and of course the blue sphere carried by the zombies.



GRAPHICS

Nicely drawn sprites that jump and move fairly smoothly across bland and simplistic backdrops. The explosions are rather poor, and the overall effect is polished but could be better.

46%

Obviously, this is incredibly handy but the effect is only limited. Lastly, every ten points mean that you are awarded with an extra life - very useful!

SOUND

Slightly worst than the graphics, as there is nothing to write home about. On the whole, a great let-down.

30%

OVERALL RATING

49%



■ (Above) Using your starting quota of potions, you can metamorphasize into a tough insect. So tough in fact, that he cannot be hurt. This blessing is only temporary, and before long you'll be back to normal.



■ (Above) To aid our hero in his quest, a scanner reveals the position of creatures and gems in the immediate vicinity. By using this and you view of the screen, you should have no worries when it comes to collecting the spheres.

ALEX

*I must admit to finding the gameplay of *Sorceror's Apprentice* somewhat tiresome and monotonous albeit playable. The first few credits kept me addicted so that I could progress to allow me to see later levels, but I soon saw it was a case of 'seen it, done it'. The graphics are far superior to the sound, although I still wasn't satisfied with what should be up to sixteen-bit standard. Overall, a great disappointment that is best avoided.*

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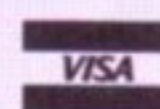
But... don't forget the rising fluid or it's "next contestant time". You must give the viewers their value for money — collect the awesome weapons and tools — if you can!

First prize is your life — Don't waste it!

Screen Shots from the Amiga version

SEEING IS BELIEVING

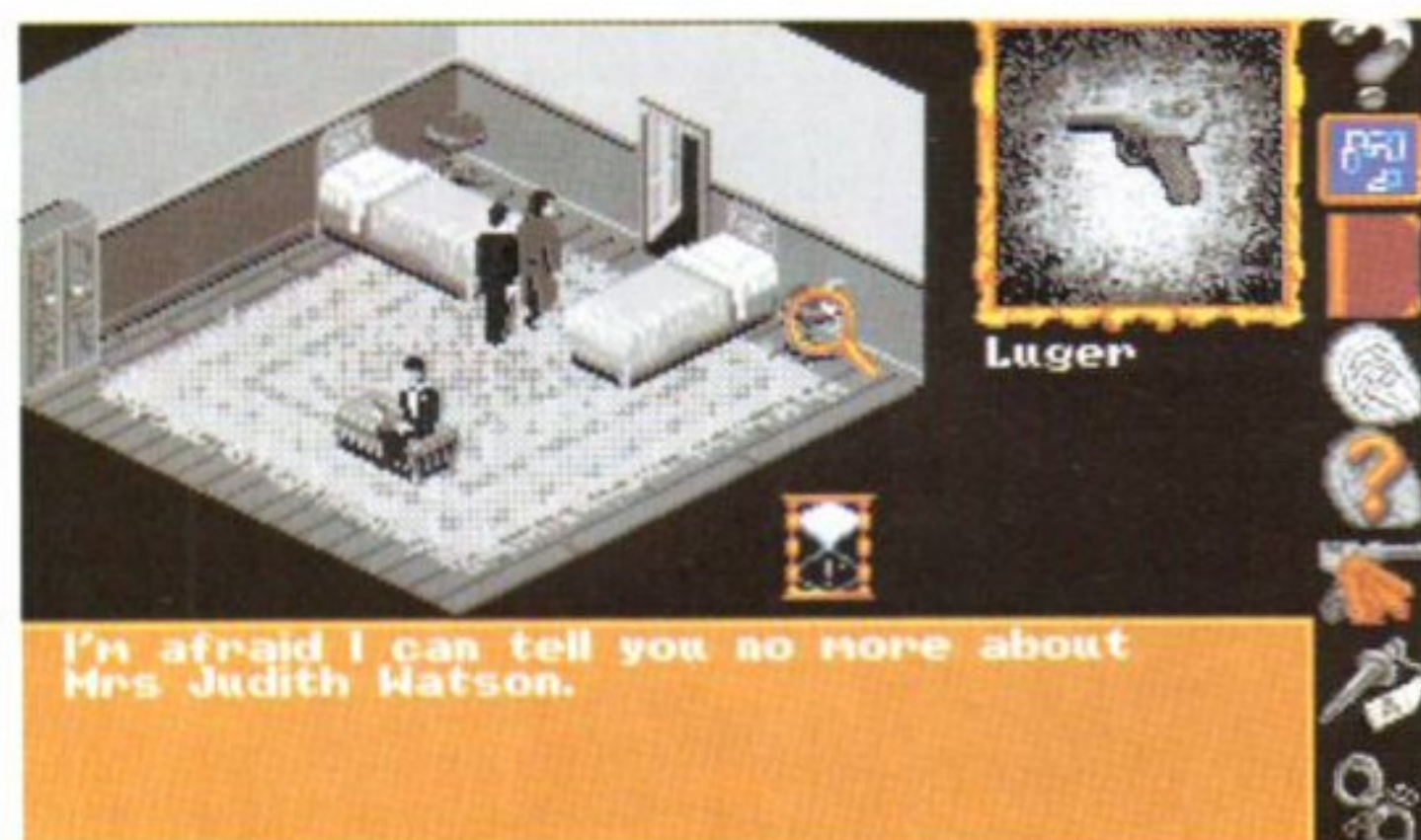
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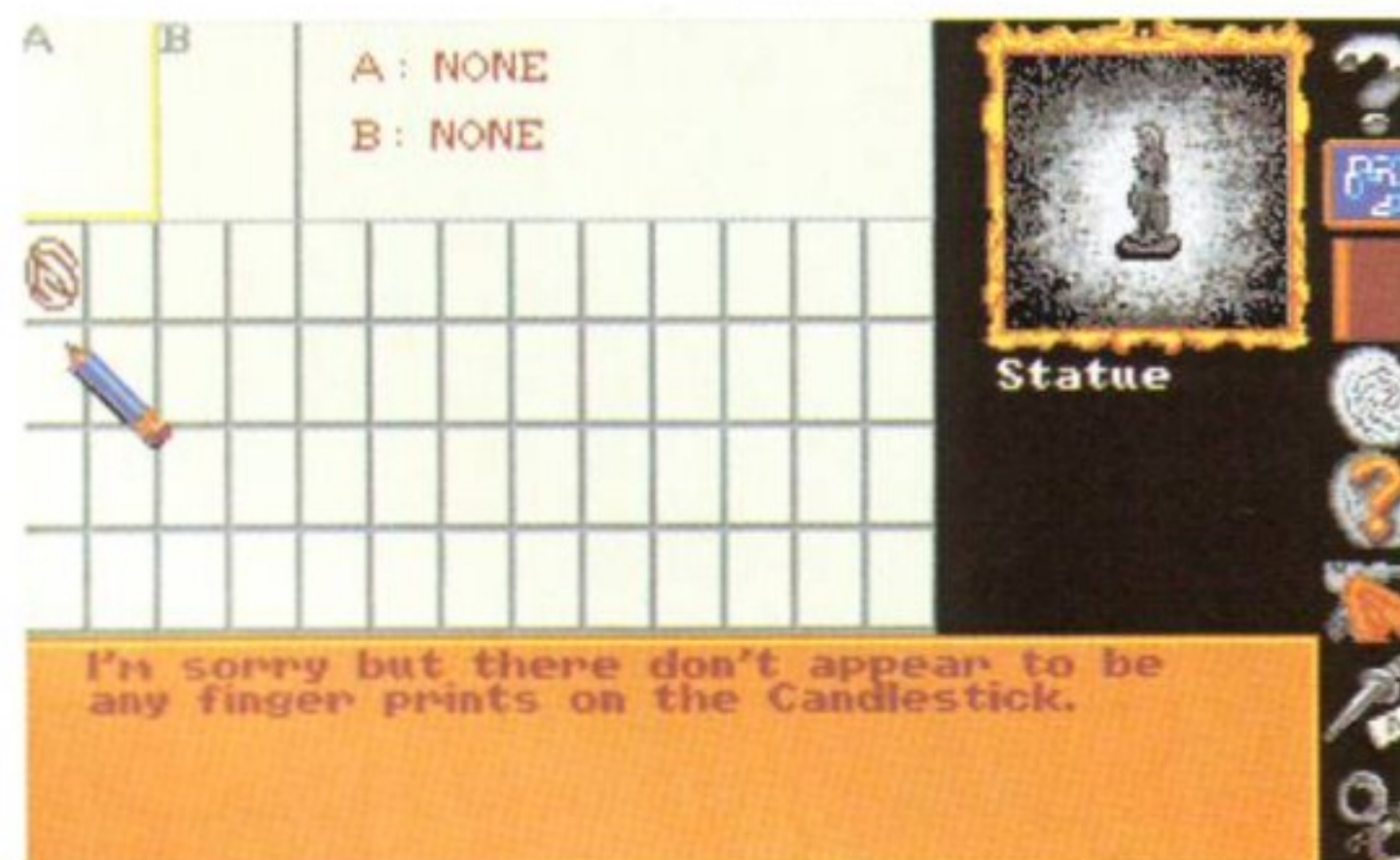
■ **Murder sports a somewhat strange menu screen - a newspaper! From here, you can select the level of difficulty, the setting of the murder but you can't change the outcome!**



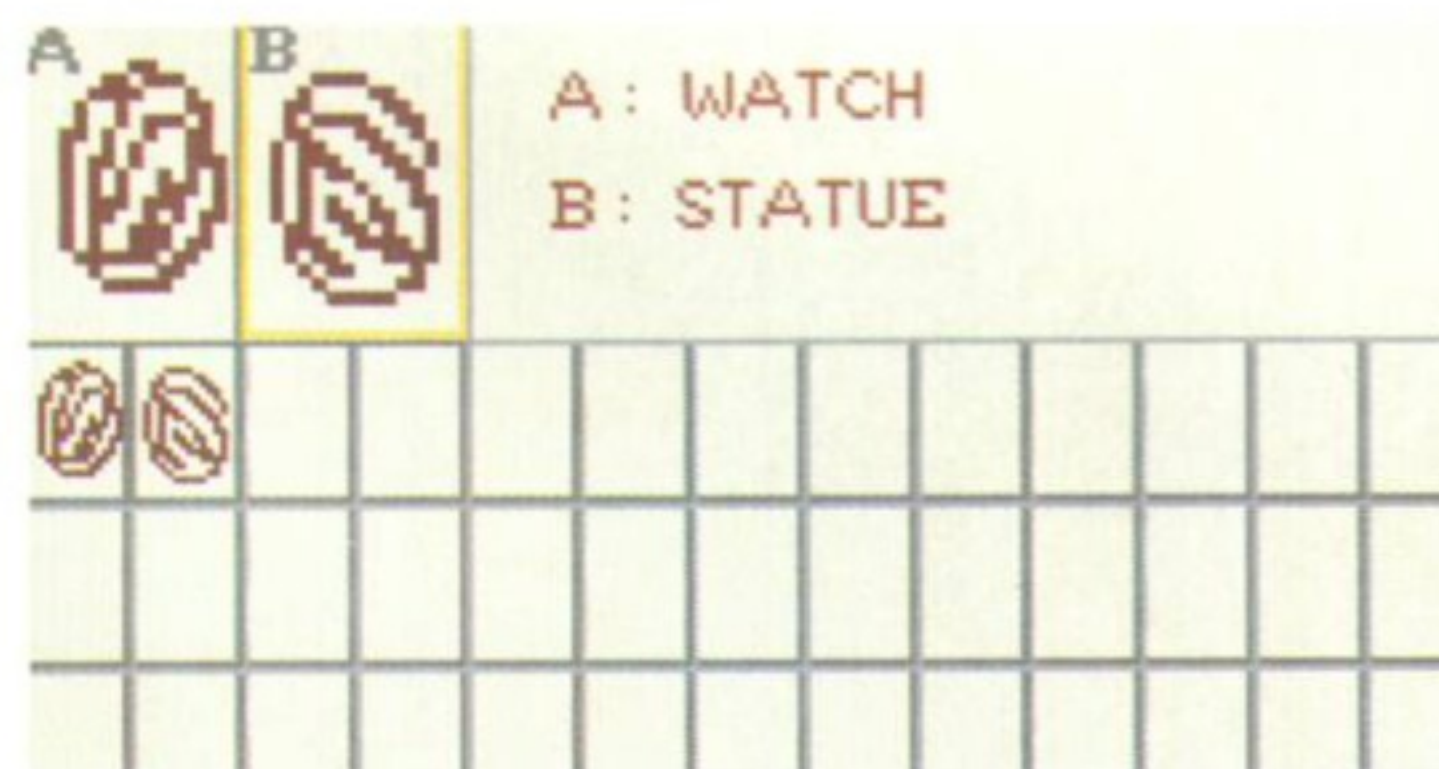
■ **The key to Murder is to be observant. Sherlock Holmes wasn't as good as he was by keeping his eyes shut, was he? Keep a look out for everything, and above all, suspect everyone.**



■ **Whilst looking at the various objects scattered around, you may come across a finger-print or two - this could be a clue. Make sure you take a copy of the print before rubbing it off and waiting for someone else to touch it.**



■ **Once you have collected a selection of finger-prints, you can compare them in your notebook. In this way, you can decipher that one such person was holding a number of items last. Now if you could only find out who it was...**



U.S. GOLD £19.95

MURDER

Does the word 'Murder' bring a chill down your spine? Do you go weak at the knees when shown a blood stained meat-knife? If so, Murder is not the game for you as there is blood aplenty and many murders that need investigating. In a typical Cluedo-type game, you play the role of an amateur sleuth that must use all of his or her skills to break the case in the allotted time. Written by Jason Kingsley, the guy behind Imagework's forthcoming Blade Warrior and the guy responsible for the stunning graphics which were placed behind the dancers in Adamski's 'Killer' video, Murder takes us back to the the Ultimate-style game, with isometric rooms displaying the action. The topic of murder has only been covered twice in computer games before, the first being from U.S. Gold again with Killed Until Dead, an unusual sleuth game which was icon-driven, and Argus tested the water with a 3D game called - unimaginatively 0 The Detective. Kingsley's Murder is a combination of the two - with joystick controls, but difficult puzzles to solve.

The scene is set - A large mansion on a stormy night. The house is filled with guests when a

murder was reported. You now take over with your pen and paper and must solve the case before Scotland Yard arrives - that gives you roughly two hours. To begin with, you can redefine almost anything, giving the player up to around 3 million murders to solve! Your appearance can be changed, as well as the setting and various other features.

The entire game is run by using the mouse and a series of icons. Clicking the right button alternates between using the magnifying glass and then the movement cursor. Simply place the Magnifier over the area you wish to examine closely and press the button. If anything of interest is there, a picture and brief description will be given. The game area is set out in a 3D isometric way, leaving four ways

SOUND

Apart from the sampled screams at the introduction stage of the game, the sound is pretty sparse - there's none, in fact! Oh, I forgot the dripping tap.

N/A

ANDY

Right, so you want a game that requires a super-fast trigger finger and involves a high degree of mindless violence do you? Well, if you do, don't bother with Murder. U.S. Gold's latest venture is a game of suspense and intrigue. You only have two hours to solve a diabolical crime and with a wealth of suspects and motives it isn't going to be easy. As I said, Murder is a slow moving game and is most definitely an acquired taste. Still, if you fancy something just a little bit different, Murder's well worth tracking down.

ALEX

I must admit for having a weak spot to 'who dunnit' games, and therefore murder appealed to me straight away. Although I managed to start my investigation straight away, it took me a while to get into the swing of things. The icon system is thorough yet simple, and maybe a little bland, but they certainly are effective. To sum up, an enjoyable game that is surely a must for would-be super-sleuths and Cluedo fans alike!

of entry/exit for every screen that has a door in the certain walls.

If you happen to stumble across an object that is marked in some way, such as it carries finger-prints, it is possible to take note of the print and compare it to any others you may have collected earlier on in the game. Another important source of clues is of course the other people present at the house. You are able to query each and every person you come across with a number of preset questions. It is possible to inquire about any one person, object or room, or any combination of the three.

You can also map the areas you have already explored, thus letting you keep track of clues you may have jotted down in your note book. The icon that you may select is the option to pick up an exhibit. The next icon allows the player to pick up an item which they think is the murder weapon, and in time, use the object as evidence against the guilty partner. When you feel confident that you have found the killer, it's up to you to prosecute him or her. Press the icon and then reveal who you think committed the crime. As long as you have the murder weapon and your selection is correct, the paper will tell of your heroic deeds.

GRAPHICS

A very suitable isometric game area that has been tastefully been fitted out in grey. Although it may seem drab, it adds to the overall spooky atmosphere set.

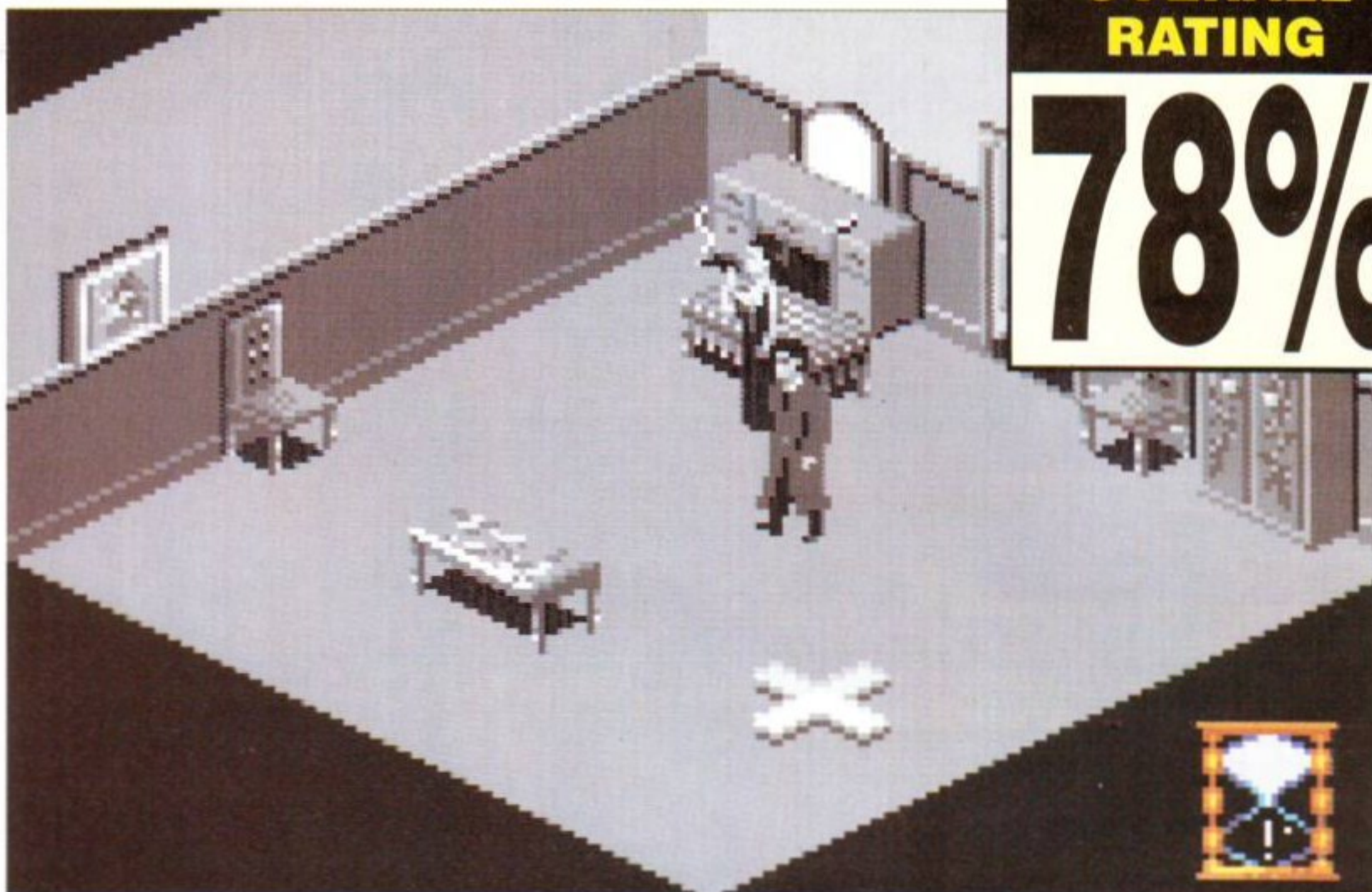
77%

DOUG

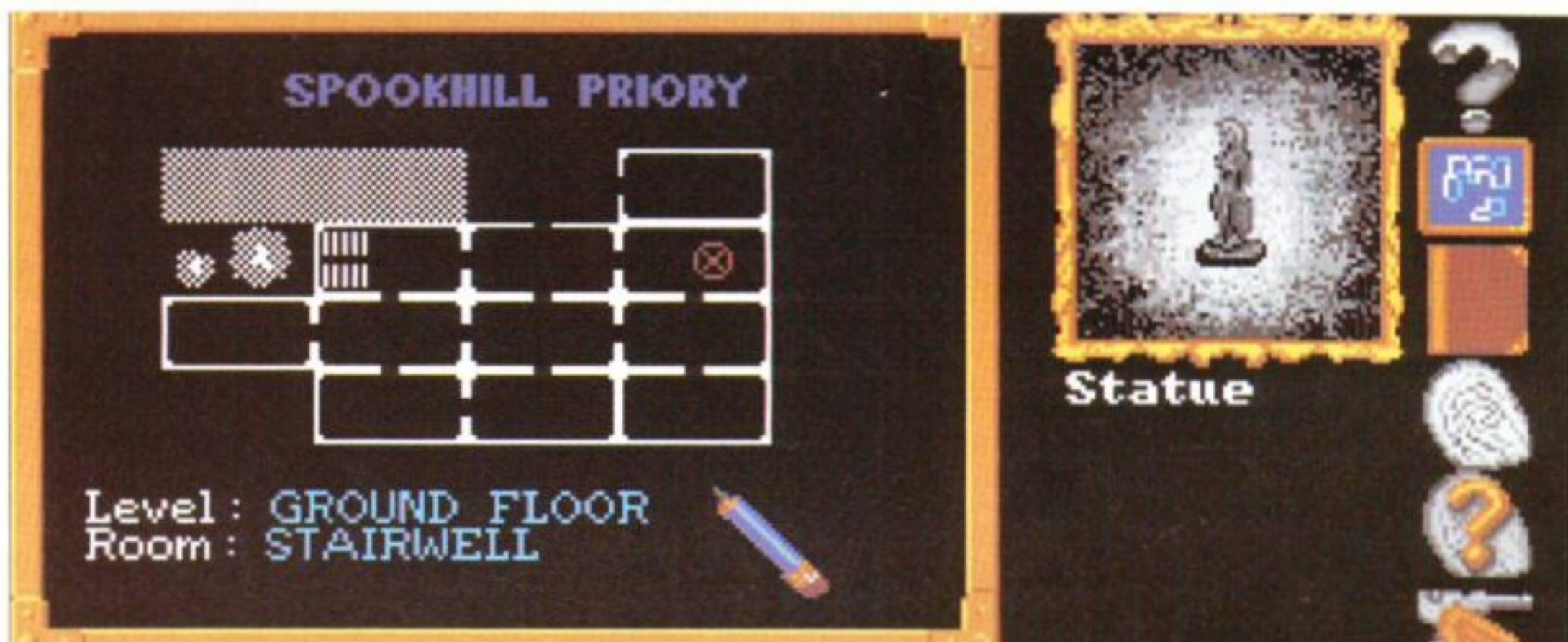
After a few attempts at trying to solve a murder, I realised I was on to something good. If want a game that can really set the scene, try Murder - the screams are brilliant! Everything is straight-forward, and as long as you think about the puzzles logically, you should have no problem uncovering the killer. If you think that this may be on the minus side of the game due to its lasting appeal, you couldn't be more wrong - with over three million murders to solve, you'll be at this one for quiet some time!

**OVERALL
RATING**

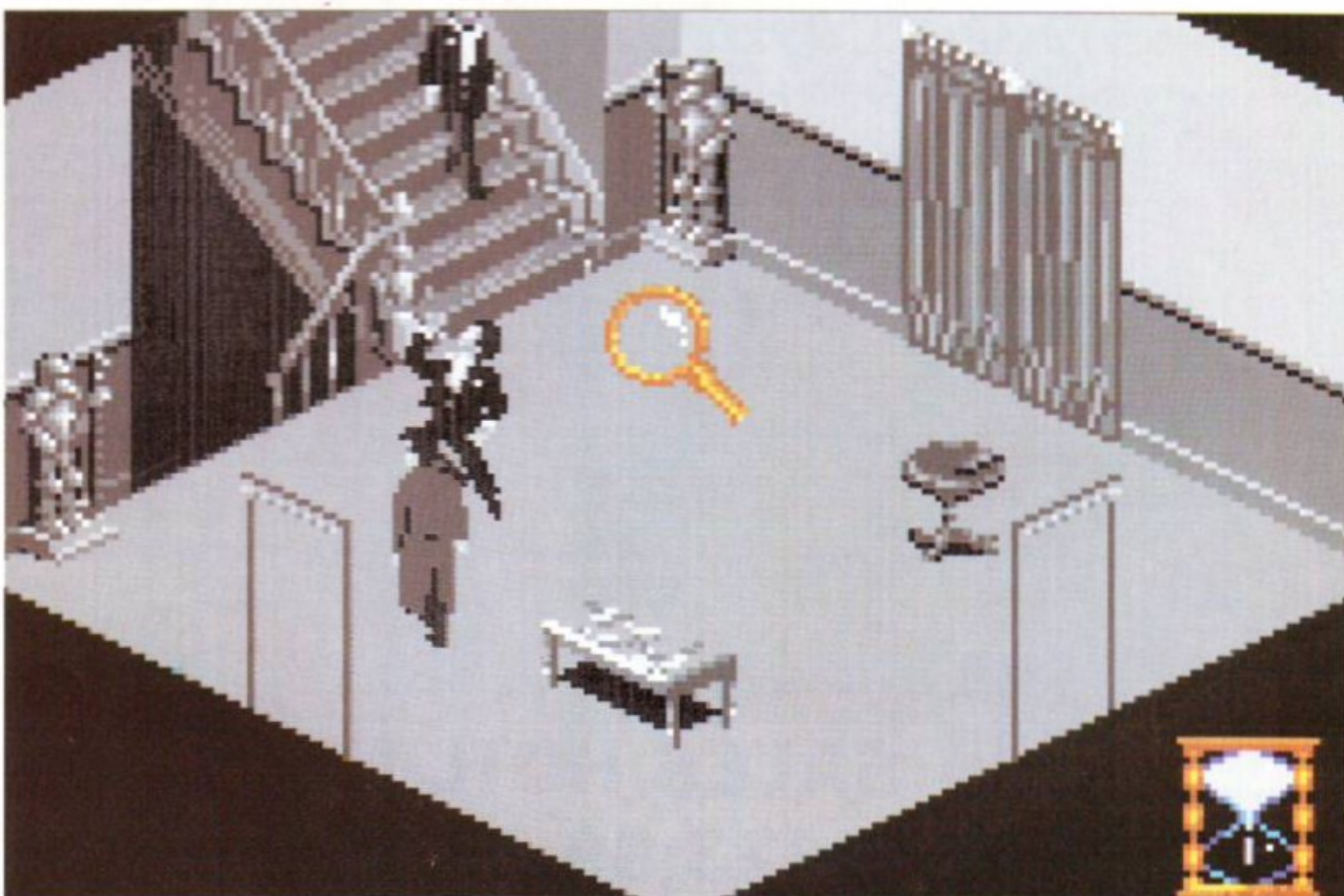
78%



A sleuth's most valuable piece of equipment apart from the magnifying glass is the note pad and pen. Use it when you manage to find out useful pieces of information.



As you explore the house, a small map indicates which rooms you have already entered. This enables you to gradually search the whole house without back-tracking over a room already cleared.



Eeekk!! The victim of the brutal, cold-blooded murder is slumped in the corner of the room. What better place to start your investigation. Keep an eye on the time, though because the Yard arrives in less than two hours.



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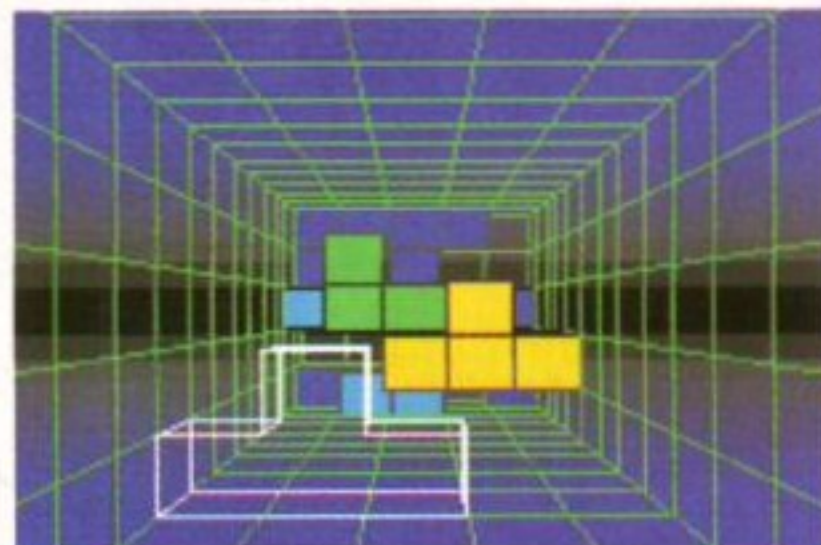
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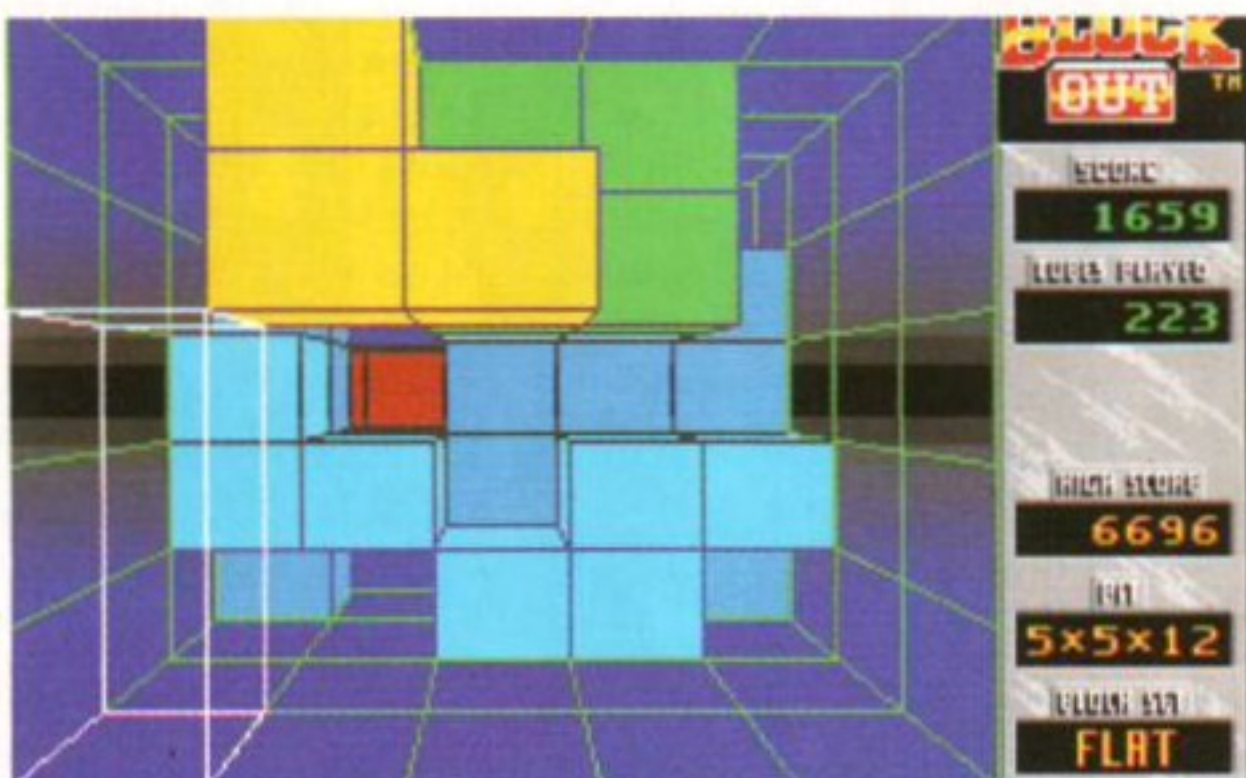
OVERALL RATING

78%

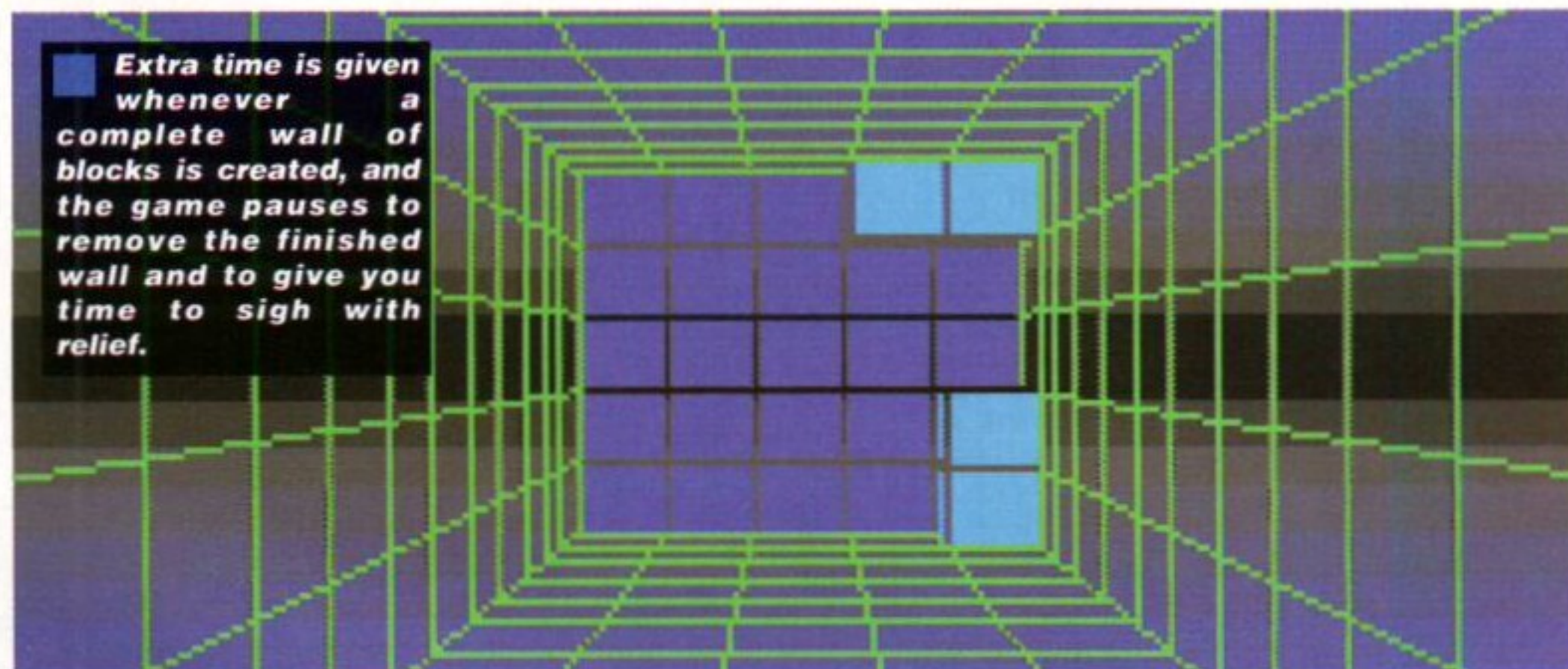
(Below) Each level of tiles is represented by a different colour so that you are informed as to how high they are getting.



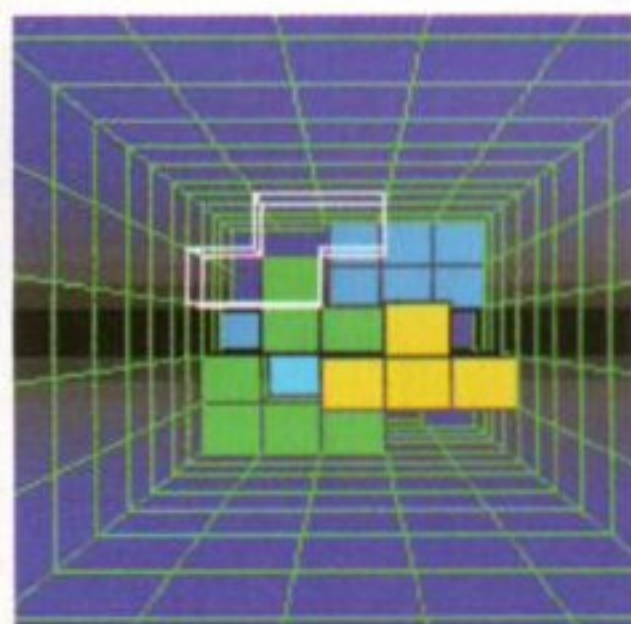
(Below) As the pace of the game gets more frenetic and the tiles start to build up, it gets harder to place the longer pieces. For instance, a long L-shaped block can't be rotated if the blocks are stacked too highly.



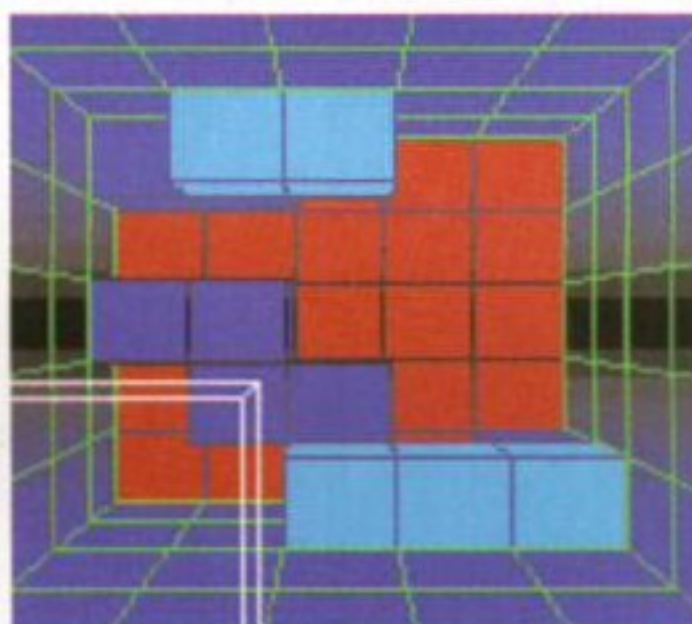
Extra time is given whenever a complete wall of blocks is created, and the game pauses to remove the finished wall and to give you time to sigh with relief.



(Right) If you take too long to position your next block, the computer penalises you by moving you ever closer to the bottom of the screen, until it eventually places it for you.



(Left) The game features a number of options, and there is also an option to play the game without having to rotate the pieces.



GRAPHICS

The 3D works well, and the tiles move smoothly as they are dropped into the area. Apart from that, though, there isn't a lot to comment on.

76%

SOUND

Not a great deal, but what is there is more than adequate.

68%

DOUG

Puzzle games are back in with a vengeance, and in 3D. Block Out includes 3D shapes that you must slot into a square backdrop, and although fairly interesting, I didn't really find the concept that original. Block Out reminded me of Tetris a great deal and it was nice to see a game with a varied and interesting amount of options to make the game more appealing to play. Block Out will appeal to puzzle fanatics out there and proves that the old ideas are sometimes the best.

RAINBOW ARTS £19.99

BLOCK OUT

When Tetris was originally released on the C64 in 1985 it was acclaimed as an instant classic. Devised in Russia, the game was a very simple affair involving the selected placing of strangely-shaped tiles within a confined rectangle. As the shapes appeared, placing them became increasingly harder, and a lot of quick thinking along with rapid reflexes were needed to stop the placed shapes from reaching the top of the rectangle. This would happen eventually, but the longer you held them back for, the more

points you accumulated. Since its release, there have been a lot of contenders to the Tetris throne, with a myriad of simple but addictive games being released, but only a few matching the original's addictiveness. Now, however, Rainbow Arts have taken the game's idea into a new avenue by adding a third dimension to the play area.

As with Tetris, you are given one strange shape after another, but instead of piling one on top of the other, the area in which they must be positioned is an 8x8x8 grid. As the pieces are

dropped into the play area, the other pieces - which range in shape from large Ls and massive squares - appear and must be arranged so that the entire bottom square of the play area is covered. If, however, this proves impossible, the tiles will start to build up and make their way towards you. If this happens, your game is sadly over. However, every time a complete coloured face of tiles is built, the fully formed block disappears, thus buying you valuable time to fill the empty spaces.

STEVE

Adding the extra dimension to the already excellent Tetris theme is a brilliant idea, and one that extends the theme's longevity. Placing the strange shapes into a crowded play area can bring on some real headaches, but, as in the original, can prove extremely addictive, and the wide range of options will ensure that the game will be more than a match for any player for quite a while. While Block Out is a playable little game, I don't think that it will take off in the same way as Tetris as the originality is not there, but, all the same, it deserves to do well.

SIERRA £24.95

COLONEL'S BEQUEST

Colonel Henri Dijon - a strange old man who lives at a large mansion called Misty Acres. He lives alone apart from his servants, the cook and his pets: Beauregard the dog; Blaze, his horse; and Polly, obviously a parrot. For reasons unknown to you, the old man has called all of his relations to a gathering held at his home.

Set in the mid 1920's, you take on the role of a college graduate

who is currently in the process of taking exams. Answering to the name of Laura Bow, you are wondering why the gruff old Colonel has summoned all twelve of you here. As the different people arrive you make your way inside where shortly the answer to your question will soon be given. It seems that Henri Dijon has decided to bequeath his wealth (noted to be in the millions!) to the

people surrounding you. Being the super-sleuth type, you notice the look of greed in certain guest's eyes. Little do you know that soon a murder will be committed and you will have to uncover the identity of the killer.

Like all other Sierra adventures, you control your pixelised detective using either mouse or cursor keys, as well as the keyboard for dialogue input.

Games-players who have played this type of quest before will probably have had the problem of identifying an object on the screen or maybe just trying to find the correct words to examine it - have no fear, because holding down the shift keys and clicking on the desired object with the mouse, a detailed explanation of the item will appear.

The mansion and its grounds

THE SUSPECTS

No one is above the law - not even you. You must work out who the murderer is from this rowdy bunch.



Colonel Henri Dijon



Celie



Fife



Rudolph Dijon



Gertrude Dijon



Jeeves



Lillian Prune



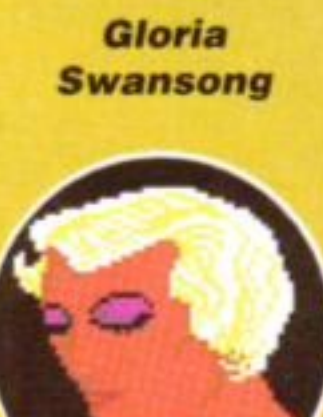
Ethel Prune



Clarence Sparrow



Laura Bow

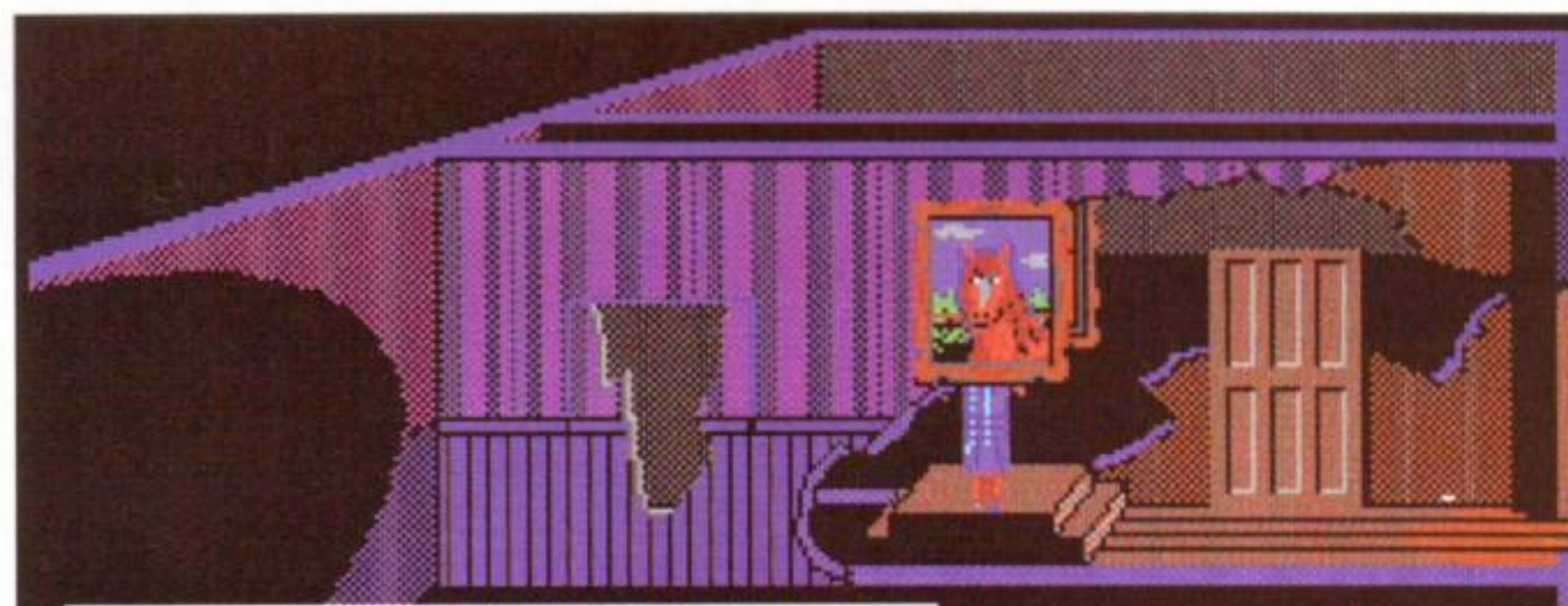


Gloria Swansong

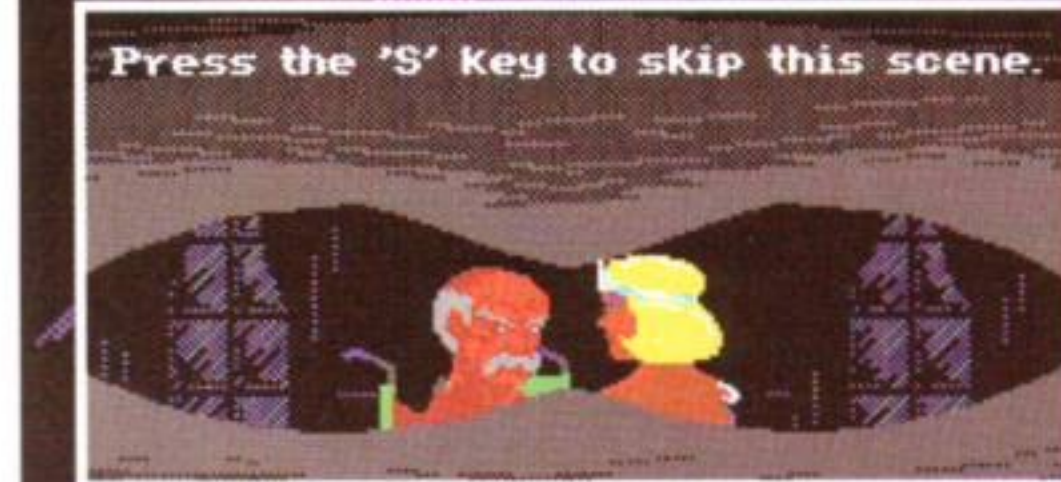


Dr. Wilbur C. Feels

(Right & below) No clue is too small, and you thought you felt a draught blowing against your leg as you walked past the cupboard. Hmm, I wonder... A nudge does the trick and slowly the closet slides off to one side, revealing a dark passage. Walking ahead, you close the entrance behind you. A quick inspection reveals two holes that look interesting. Aha, the Colonel and Fifi are having quiet words, but what are they saying...



Press the 'S' key to skip this scene.



(Right) What ever you do, avoid the swamp that surrounds Misty Acres. It's bad enough protecting yourself from the perils from within the mansion let alone the alligators that creep across the murky plains. There are also numerous other places to visit outside and most of which need to be thoroughly searched. For instance, Celie's house has a chicken coup outside and Celie dabbles in voodoo and black magic.

GRAPHICS

It seems that Sierra are improving their releases in leaps and bounds and the Colonel's Bequest is no exception, sporting some of the best 3D graphics I have seen in an adventure.

83%

cover a vast expanse of flat ground, but access to the surrounding area is almost impossible due to a murky swamp that encircles the plantation. Not so bad, you may think, but I didn't warn you about the huge alligators that terrorize the

SOUND

Atmospheric sound effects and music can be heard blaring from your monitor. Loud Screams send a shiver a down your spine and at the same time the subtle tunes help you to keep

79%

gardens!

Once inside the house, the various rooms will need to be thoroughly searched for vital clues leading to the unveiling of the murderer. Take care, though, because you must arouse no suspicion as the killer may take

ANDY

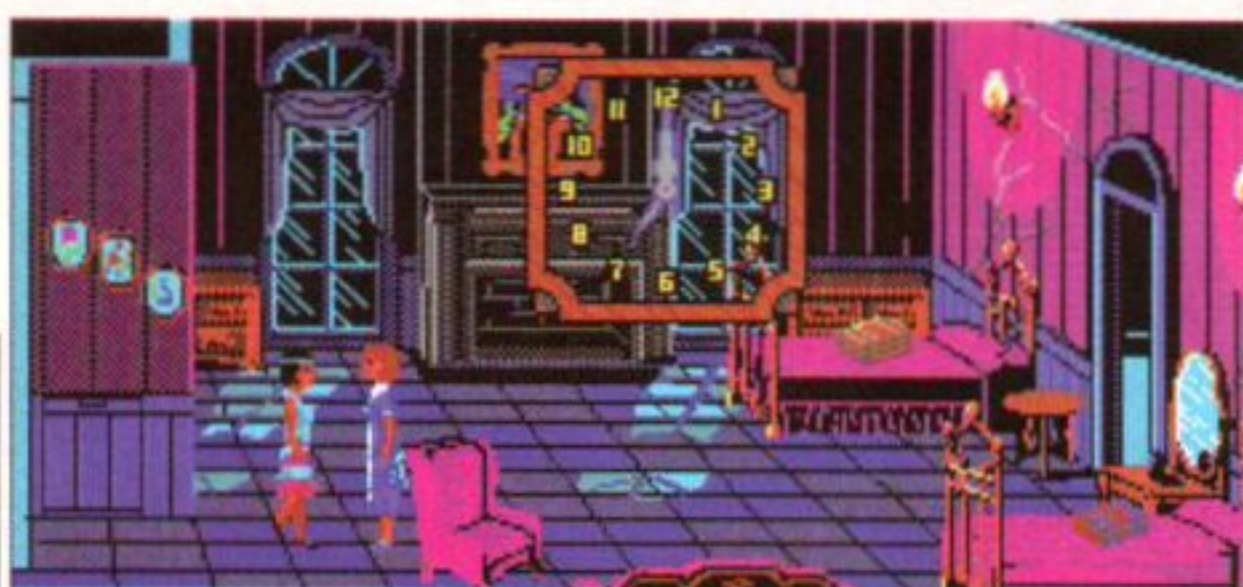
I usually enjoy playing most of Sierra's releases, but Colonel's Bequest didn't appeal to me as much as say, the King's Quest Series. I thought that I would have the pleasure of solving the mystery and therefore unveiling the murderer, but instead I was confronted with a game that required the player to simply search the dead bodies, thus finding the objects needed to complete the game. Sadly, not as good as I would have hoped, but still an enjoyable piece of software.

serious precautions! The Colonel's mansion has a few tricks up its sleeves, too (I didn't realise they had sleeves!) as there is a network of secret passageways that weave through the different rooms. Small peep-holes allow you to view peoples actions without them knowing, and therefore more information can hopefully be gained.

Using the pen and note paper you packed in your case, you must take down the series of clues that you find by searching the dead bodies. Written by Roberta Williams, the designer of the King's Quest series, The Colonel's Bequest holds many puzzles that will tease the minds of the fans of her previous quartet. N.B. 1 MEG ONLY.



(Below) As the hours pass, the atmosphere becomes tense. All that can be heard is the creaking of floorboards and the dulcet tones of distant conversation. Suddenly, the peace is broken by the shrill scream of someone in agony. The clock symbolises another fifteen minutes that have past and as you rush down-stairs, you see nothing. Hang on a minute, maybe the armour holds some clues?



You are Laura Bow - a young girl who has brought it upon herself to solve the mystery.



Lillian here is your escort to the reading.



The Colonel - A gruff man who has wealth beyond most peoples dreams. He was the one that called you all here, and also has secret affair with Fife.



DOUG

The Colonel's Bequest isn't the hardest Sierra adventure game I've played. Personally, I would have preferred to solve the mysterious murders myself. Instead, having found and searched a body, the computer works out the clues. Despite this rather annoying fault, The Colonel's Bequest is a good game that successfully recreates the feeling of the era. Because of the computer assistance the game isn't too difficult and I reckon that this quest is one that will appeal to novice adventurers. A worthy buy but only for beginners.

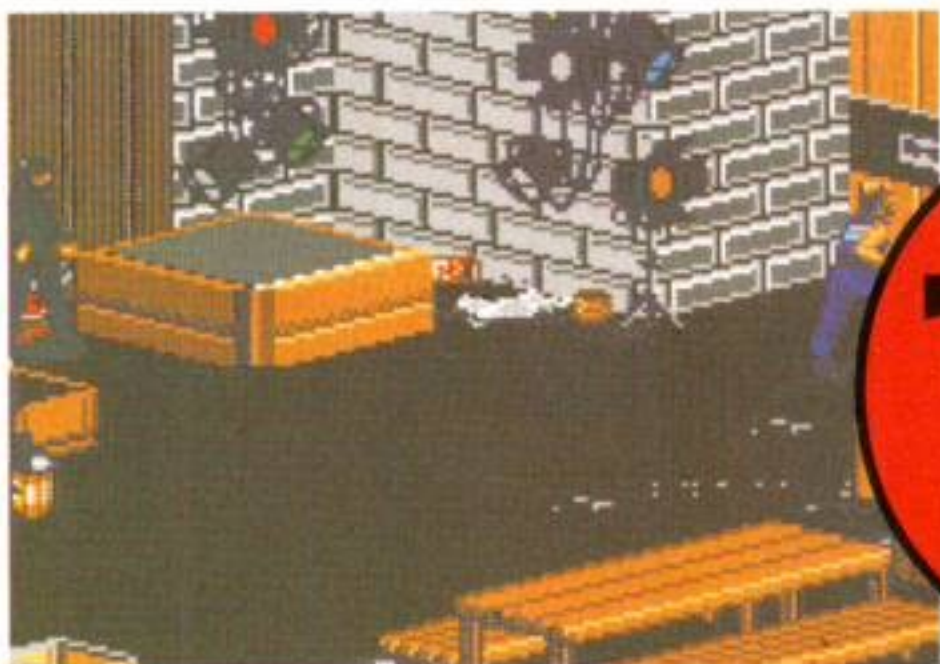
ALEX

My first thoughts of the Colonel's Bequest were reminiscent of playing the board game, Cluedo. For those of you who haven't experienced it, you must solve a murder by piecing together clues that you find. However, I was somewhat disappointed by the way in which the computer placed the vital information together for you. I did find some of the puzzles tricky and they did take some time to solve (Thanks to Tim Farmer!) but after a while everything fell into place. On the whole, not quite as good as other Sierra quests.

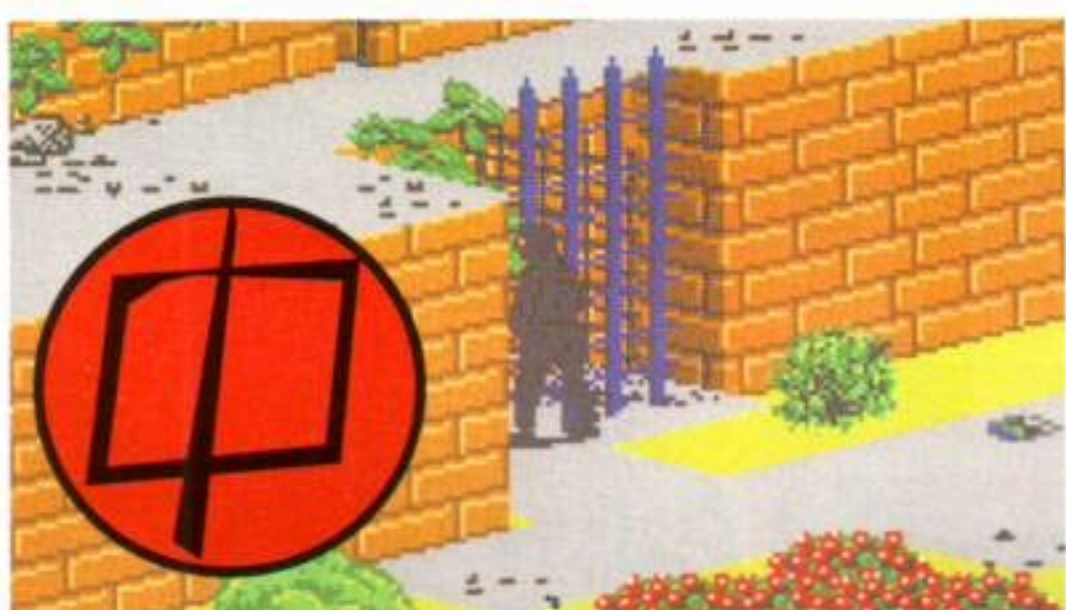
OVERALL RATING

70%

(Right) Armakuni begins his quest on top of a warehouse that is littered with musical instruments. There is a curtain that may hide some secret and revealing room.



(Below) Some of the areas that you come up across may seem inaccessible at first but where there's a will, there's a way. The grating can be used to get to the higher levels.



(Fight) Some of the enemy that you will encounter will be brandishing weapons of some descriptions. If you kill them before they get you then you may be able to steal it.



(Left) This is your very first adversary and you will need to kill him pretty damn quickly as he is guarding the control panel that will release the lift to the first floor.



(Above) No sooner have you stepped out onto the streets when you are already confronted by what, at first, seemed to be just another peaceful jogger out for a run.



(Above) The streets of New York are always littered with entertainers all trying to make a buck. This particular person doesn't juggle balls, but knives - at you. Get hit and you're dead.

SYSTEM 3 £24.99

LAST NINJA 2

The evil shogun, Kunitoki is back, and this time he has sought refuge in the sprawling city of New York. Armakuni, whose Ninja clan were totally wiped out by the shogun, has felt his presence and has vowed to end his existence once and for all. Through severe meditation, Armakuni has managed to arrive safely on the roof of a warehouse somewhere in The Big Apple. Musical instruments lay scattered on the rooftop floor. He picks himself up and makes his way cautiously behind a

long, flowing curtain. On entering the next room he is immediately confronted by a thug. Lightning kicks and punches are exchanged - most of the New York hoodlums have been trained in some martial art or other it seems - but eventually the thug goes down.

You control Armakuni in his attempt to revenge his clan. The action takes place through various locations within the city of New York. Control of the Ninja is performed through various combinations of the joystick. As

well as kick and punch, he can also leap through the air. Your energy bar is represented by a spiral that depletes as more hits are absorbed. Some of the enemy that you will encounter will be armed with nunchukas and poles which can be taken if defeated. If they manage to strike you with a weapon then your energy bar will be reduced quite substantially. You'll have to drop each character twice before they die otherwise they will regain consciousness and repeat their attack

GRAPHICS

Each location has been beautifully drawn and graphical presentation is very good. Although there are few moves, the animation on the characters is fairly smooth.

70%

SOUND

There is a main tune that plays throughout the game and this adds to the fast paced atmosphere. The in-game effects are also of a very high standard.

71%

ALEX

I must admit that I have never ever played either of the Last Ninja's on the 8-bit machines but if Last Ninja 2 is anything to go by then I can't have missed very much. The graphics were quite good, but I couldn't get to grips with the awful control system. The sound is fairly impressive but does not save an otherwise boring and tedious release. I think you should expect more from your money.

STEVE

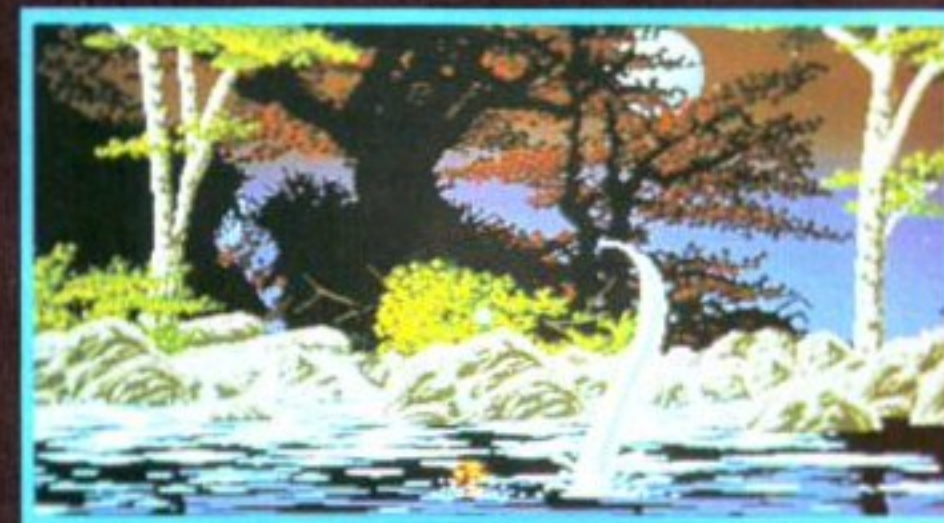
Although I thoroughly enjoyed the original Last Ninja I cannot say that I was too impressed with the sequel. Okay, the graphics are impressive, but the game is basically the same and therefore proves to be a little dated and simplistic. The controls were also overly awkward and more often than not, I found myself cursing my Ninja as he ran backwards or somersaulting instead of throwing a punch. A rather poor conversion from a decent 8-bit game.

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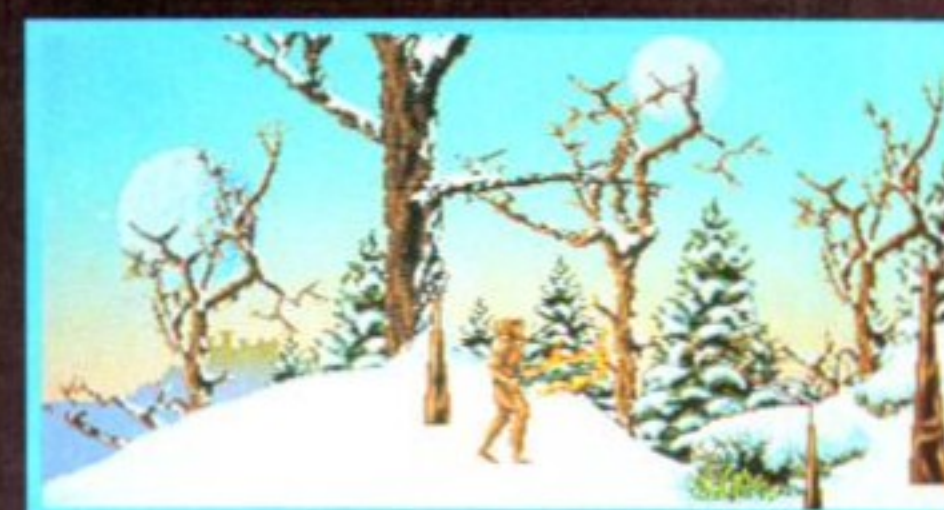
"With a mixture of two and three dimensional areas and a good combination of arcade-type action and problem solving, Unreal could very well be a monster hit."

ACE



"The 3-D levels are very impressive technically with their incredibly high speed."

ZZAP



"Especially impressive are the scenes with winter backgrounds."

ZERO



"The arcade-adventure levels have superb graphics, full of detail and imagination."

ZZAP

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THUNDERSTRIKE

SOUND

The music that plays at the beginning of the game is a bit basic, but it serves its purpose. As for the sound effects, they're pretty good and seem to go well with the game.

71%

It's been the most popular TV program ever since the TV networks and the defence industries joined forces. Week in, week out, one program remains at the top of the charts with whole populations from all over the galaxy tuning in to watch. In fact, even though the program is coming up to its one hundredth birthday, it's still as popular as the day it made its first appearance. Ground Defence combined the politics that the networks wanted to advertise, and the hardware to show of the military's might. The game has advanced a lot since it first begun, and both the arena and the space crafts alike have changed with the times. The latest change to be made to the game is the introduction of the new Thunderstrike line of craft that is used by the pilots to take part in the game. Each of the spaceships been completely updated, with each of them having an advantage over the other, whether it be due to the speed and acceleration of the craft or its manoeuvrability - the latter of which is especially handy for outmanoeuvring the various drones that are thrown in for the sake of good viewing figures.

The object of the game is for the participating pilot to protect the selection of ground installations from the attacks from a group of computer-controlled drones. Each of the five crafts will be equipped with a HUD (Heads

Up Display), and these will prove invaluable during the course of the game. The most important of the HUD's facilities will be the MOR (Main Overview Radar). Using a selection of different

coloured dots the MOR shows you the position of each of the attacking drones and ground installations; it will also warn you when one of the installations is under attack.

There are two different drones that you will encounter in the arena - the saboteur drones and the normal drones. Saboteur drones are the most dangerous as they are the ones that will attack

THE THUNDERSTRIKE

THUNDERSTRIKE 18

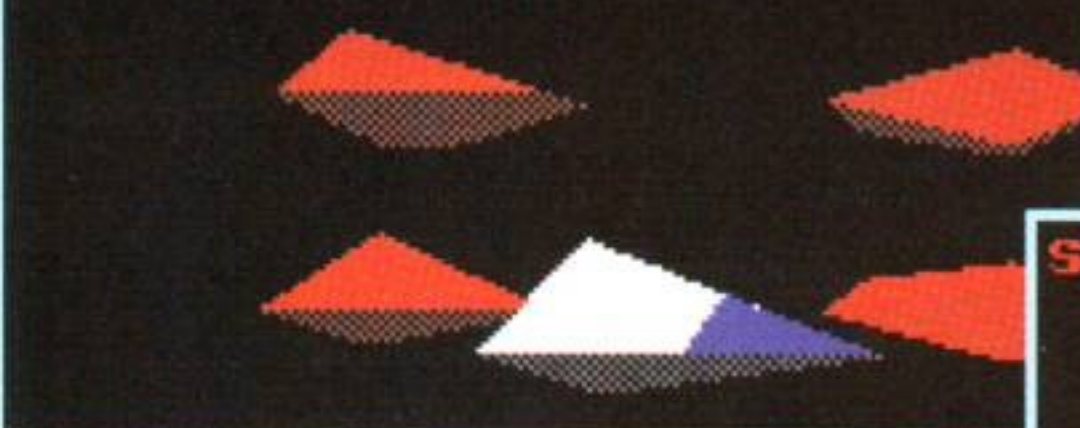


There are four different crafts in the Thunderstrike line, each with its own particular stats. A careful choice should be made before entering the arena because if you don't get the right ship for your needs, it could end up with you losing the show its ratings and your life.

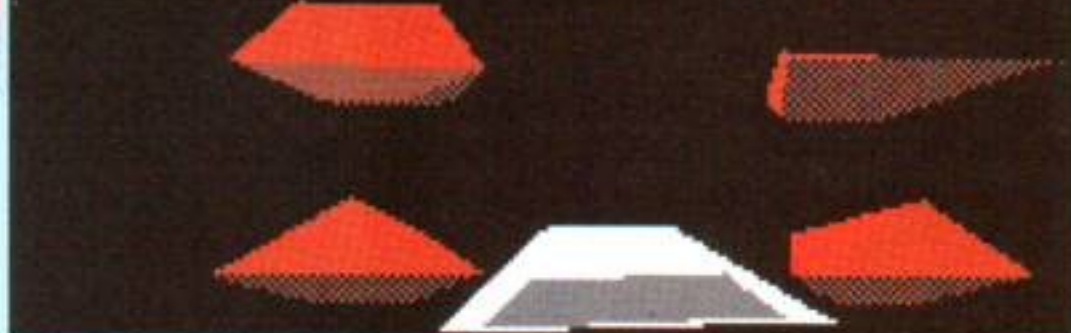
THUNDERFLY 25



THUNDERFLY 10



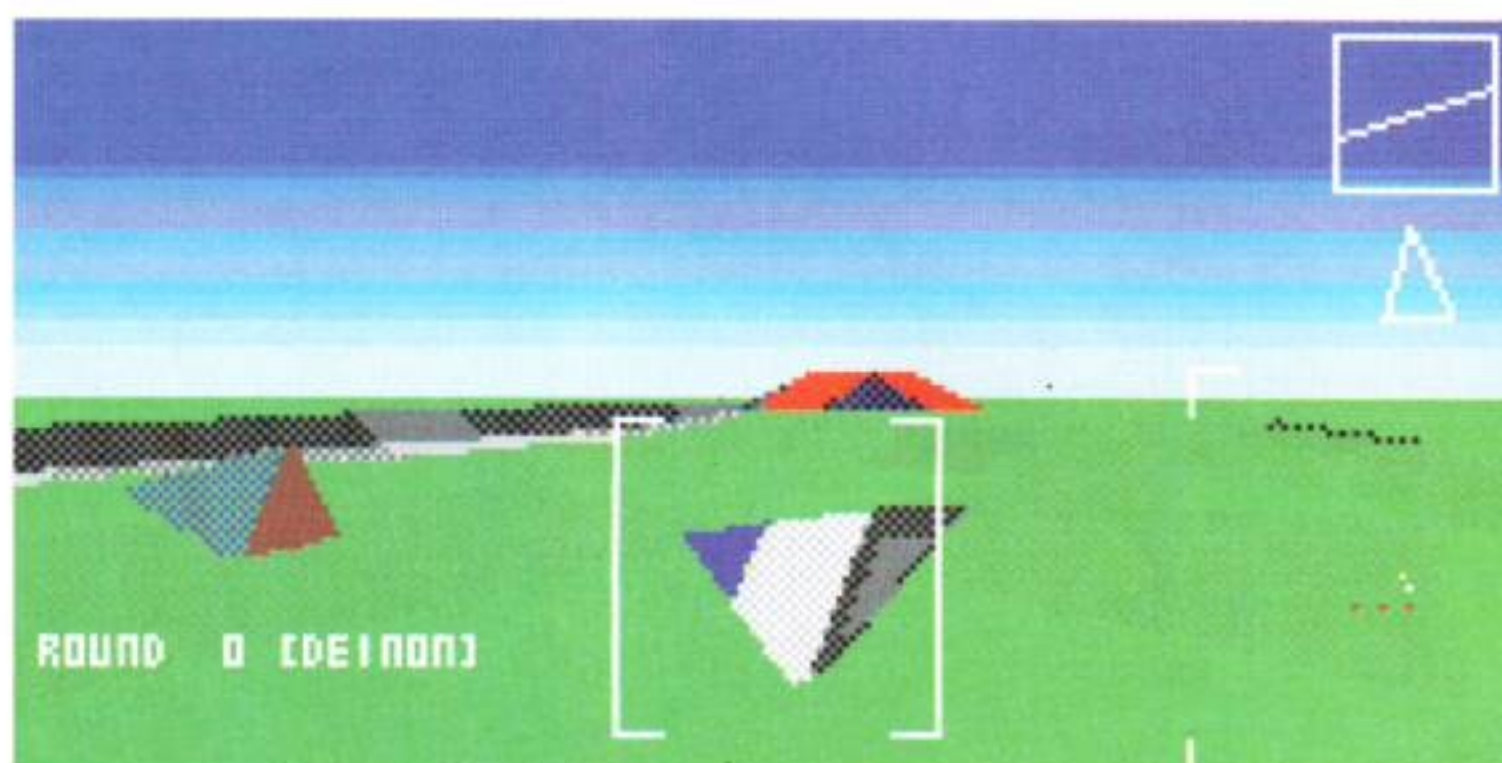
STRIKEHORNET 24



CRAFTS

ALEX

Wow! What a superb shoot'em-up. The graphics are great, the sound brill, and the gameplay absorbing. The choice of ships make the game that much more interesting, and the speed at which the graphics move is quite stunning. There's quite a few levels to play and they rise with difficulty quite well. If you like a good blast, and aren't quite sure what to get then look no further.



(Right) Before starting the game, you can change the sensitivity of the mouse to your own liking, and what a lovely backdrop to have on the options screen, ah!



(Left) At last, you manage to clear the arena of all drone presence, but did you perform well enough - cross your fingers and hope for the best.

GRAPHICS

Nice, fast moving 3-D graphics that certainly keep the game alive. However, it's a shame there isn't a bit more variety.

77%

your installations, and the sooner they are disposed of the better. When a drone is killed there is a chance that it will leave a military pod in the debris, and these should be collected as soon as they appear. Within each of the pods is some sort of aid that can be

STEVE

Looking similar in style to *Virus*, *ThunderStrike* combines its excellent 3D graphics with some superb arcade gameplay. As you tear over the landscape, blasting away the many drones and ships, the smooth scrolling really takes your breath away, making the game easy to pick up. However, despite the graphics, I do feel that the gameplay, though simple to get into, should have had more variety, and this is quite a large failing in this otherwise stunning game.

added to your craft to help you combat the drones.

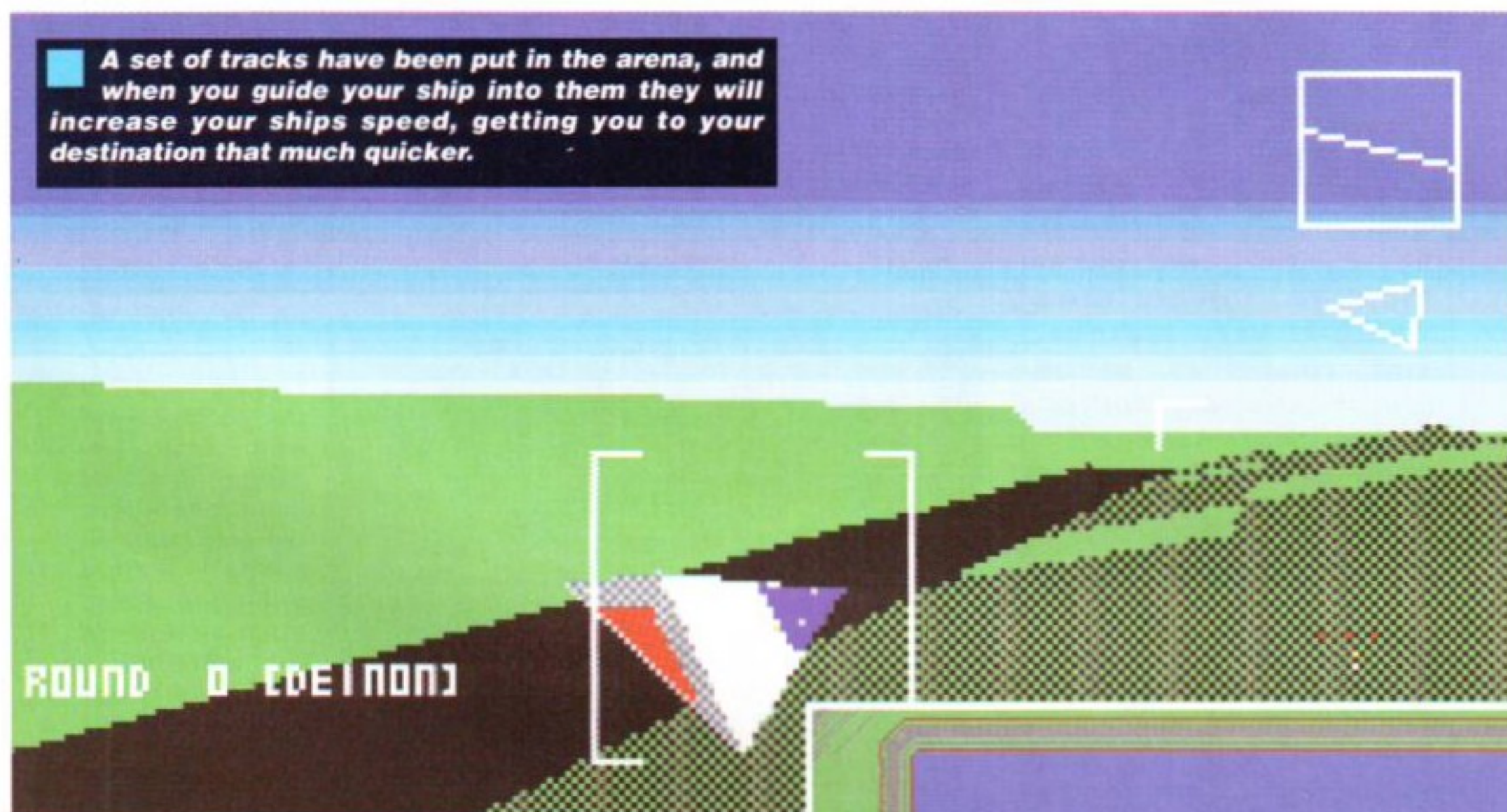
Although staying alive is a very important part of the game, your performance within the arena is also important, and if you waste too many shots just blasting away willy nilly, then your score will be affected along with the show's

ratings. If this happens then there is a big chance that you may not be allowed to advance to the next level. There are fifty levels in all, spread across five different planets, so take your time and you might just win the supreme accolade of Defender Of The Ground.

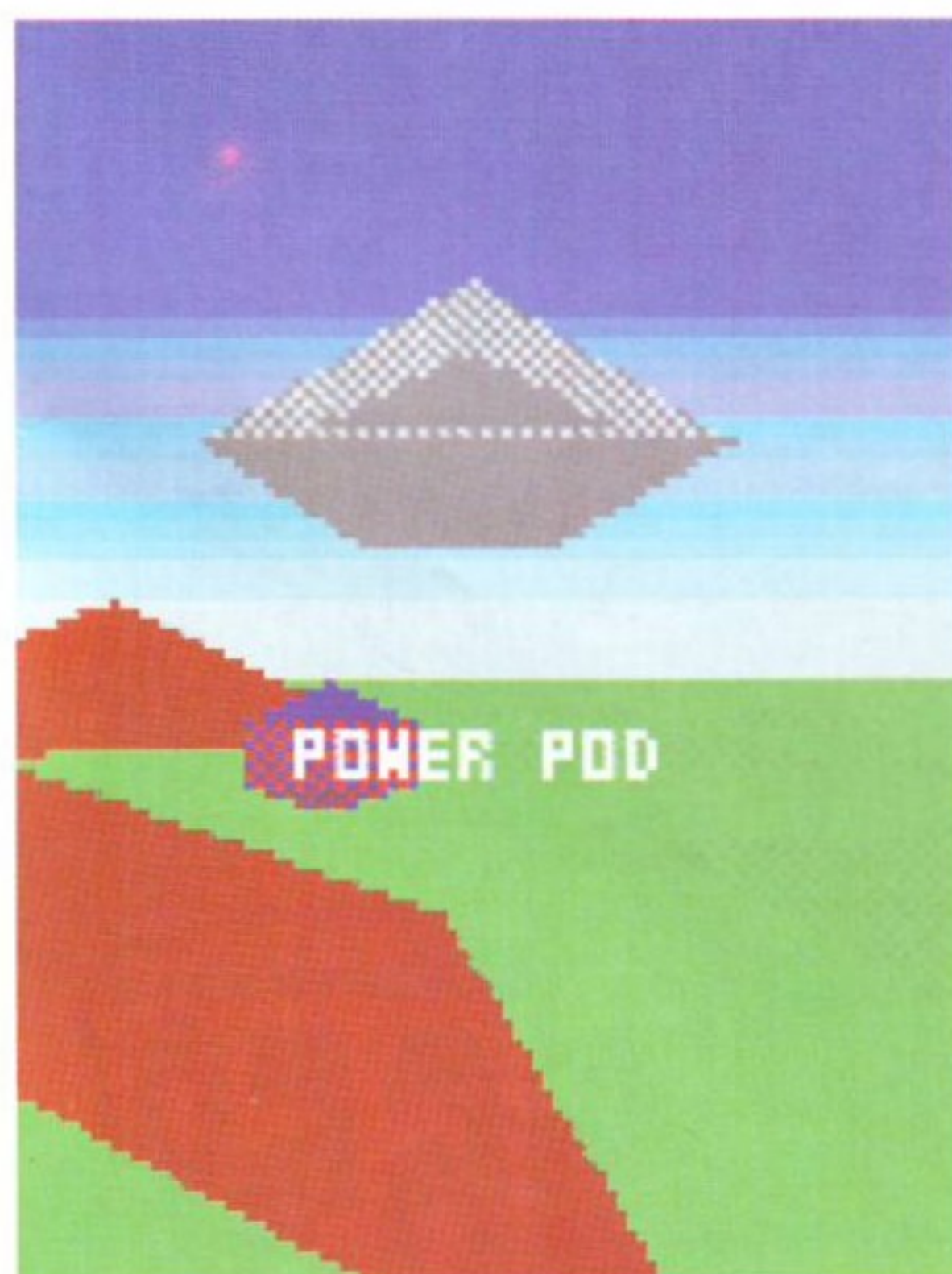
DOUG

At first glance *ThunderStrike* doesn't look like a game that will keep you occupied for very long, but once you start playing the game you realise just how playable it is. The controls are a little bit awkward but you soon get the hang of them, and the option screen allows you to perfect the mouse sensitivity to just how you like it. All in all, *ThunderStrike* is a great game and well worth the money.

A set of tracks have been put in the arena, and when you guide your ship into them they will increase your ship's speed, getting you to your destination that much quicker.



After shooting a Saboteur drone you gladly expect your reward of a military pod. There is a selection of different things you can get to help you out, each very handy.



OVERALL RATING

75%

(Below) Protecting the ground installations is your main objective, so keep an eye on your MOR just in case those nasty drones start to attack.



On selecting your ship you leap into the pilot's seat and turn on your boosters. At the end of a game you will be informed of how well you did during your mission. You will be able to see how well you hit your targets.

THALAMUS £19.95

MINDROLL

Close your eyes, take a deep breath, and raise your inner-self onto a new dimension. You are now on the Orb of Id, ready to partake in a battle of strategy and dexterity. Only the quickest thinking among you, will survive in the mazes that will make your 'Mindroll'. In this strange dimension, somewhere in the depths of the universe, you are given your cosmic challenge - to complete ten planes, and become the ultimate in precision and rapid mental abilities.

The opening screen gives you the option of choosing on which level you wish to start, and from here you are presented with your task, which consists of a varying number of objectives. Many of the planes are made-up of mazes, where you must find keys to open doors or try to discover hidden objects. Some other levels also serve as mental agility puzzles, in which you must use your powers of quick thinking to fill the grids with tiled squares, avoiding the many obstructions that stand in your way.

Throughout each level, there are certain evil devices situated around the screen, that can be dangerous - or sometimes even lethal - which you must tackle in order to escape. Time is your worst enemy, but you must also watch out for invisible walls, electric seas, pneumatic tubes that suck you up, and the invincible Eliminator. Luckily, though, there are also items to be collected that may prove useful, such as energizers that temporarily increase your speed, and time boosters, which can be used on other planes. In addition, during the game, there are certain bonus screens, which help to boost your score, and assist you to reach your ultimate aim. All that is left now, is to relax, pick up your joystick and plan your conquest.

GRAPHICS

Some well animated and quite clever 3D items are displayed, which are fairly varied, and nicely presented. Each level is different in colour and layout, thus making the game more interesting.

67%

SOUND

There is the usual run-of-the-mill in-game tune which is very tedious, and the only other sounds are very limited and unimaginative.

42%

STEVE

Quedex was one of the better puzzle games on the 64, but this Amiga version doesn't have the atmosphere or presentation. Quedex sported large, detailed graphics and stunning sound, but the dull colours and bleepy sounds of Mindroll don't make it seem half as surreal as the concert suggests. Still, the gameplay is there - and that's what counts - and each of the ten planes is testing but fun. Not bad, it's just a pity the presentation lets it down.

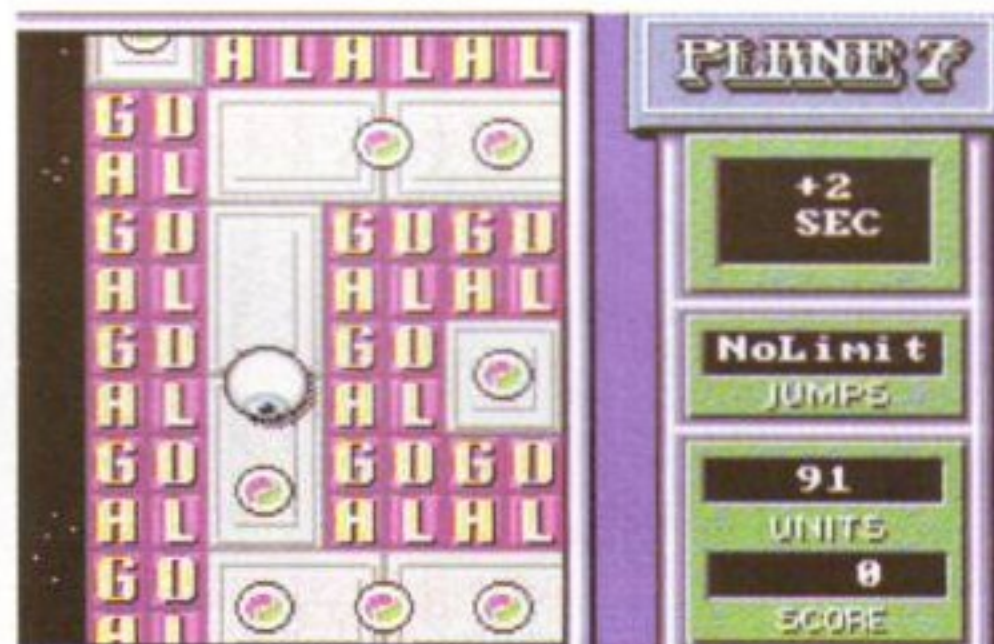
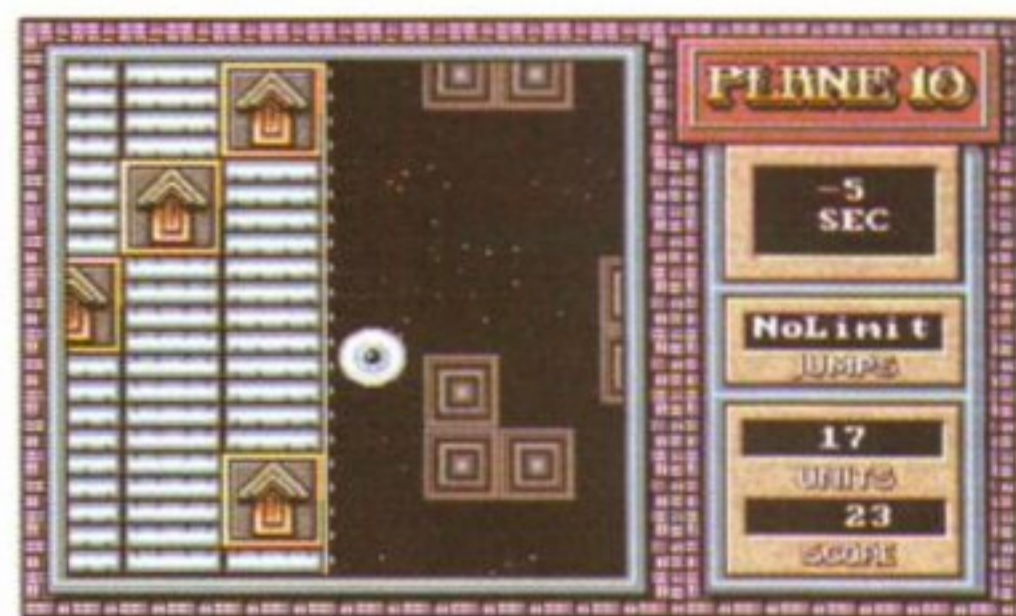
MICHELLE

This was previously released on the C64 as Quedex, and is another in the line of fast-moving skill games, and seems very similar in concept to Gauntlet and Cloud Kingdoms. Although quick reflexes are required, joystick movement can be quite limited and not very responsive, making the game more tricky than I think was intended. Having so many different and varied levels and puzzles makes the game far more interesting than most, and captures your attention. Overall, fairly frustrating, but very addictive.

(Below) For most levels, the aim of the game is to get to the goal. On level four, you must race down the track avoiding obstacles, and reach your destination before your time runs out.



(Right) You have many puzzles to complete, and many dangers to overcome, but beware, do not slip off the edge and get sucked into the Void of Freud.



(Left) As the clock ticking away in the background has now become your greatest fear, try and pick up extra time boosters along the way. A word of warning - even this is not an easy feat.



(Above) Teleporters and energizers are scattered around some screens to make life a little easier for you, but can you complete to screen without running into the electric sea.



OVERALL RATING

65%

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A: A King is not complete without fine robes, but fancy clothing is no good for a tough expedition. Throw away your old tatters and put on your noble travelling clothes completed with shield, mail-armour and the mighty Excaliber.

(Below) Camelot stands in all its glory. There are many rooms that may hold vital objects to your quest, but time is tight so you can only collect the necessary before setting off.



SIERRA £24.95

CONQUESTS OF CAMELOT

The Search for the Grail is Sierra's latest 3D quest and is, if you hadn't guessed, based around the legend of King Arthur. Vast quantities of information was collected by the game designers to make the game based around the fact of Arthur rather than the tale that is told to children about him and the round table.

You play the role of Arthur, the King and head of the round table. Made of a noble knights, the round table is where important decisions are made and where

you fellow comrades decide on difficult decisions.

Of late, a curse has struck old England and terrible droughts and out-breaks of disease are spreading throughout the country leaving desolation behind it as it goes. It is thought that this disaster is due to the fact that their is love in the air - Your wife, Guinevere, is in love with a knight under your command. That knight is Launcelot, and as a punishment for this affair the gods have wreaked havoc. It is also told that

the only way to right this wrong is to find the Holy Grail. Three of the knight of the round table - this band included Launcelot. This happened many moons ago, and now all hope is lost in the merry group.

The people of Britain think that the job is now up to you, and that you have no other choice except leave straight away. The grail is said to have healing powers and can supply vast quantities of food and drink - just was desolated Britain needs.

Conquests of Camelot has a great deal to deal with the Gods, and before you leave you must collect your equipment from Camelot and then gain the blessings of the Gods. Searching Camelot, you pick up useful coinage and other items such as your mighty Excaliber. However, you must first give the Gods a gift to show your allegiance. What do you give them?

As with other Sierra games, Camelot hold some mind-tingling puzzles that require some thought. All actions are entered through a dialogue box, and as to be expected from a game of this quality, the parser is excellent. Exploration of old England is done not by walking across the desolate plains of the unexplored countryside, but on horseback.

ALEX

I think that Conquests of Camelot is definitely an adventure for those who have had past experience at Sierra games such as any of the King's Quest series. The graphics and sound are both first class, as is the parser used throughout. I did, however, find the game a little harder to get into compared to the other quests I have played but I think that that is now big deal. To sum up, an enjoyable game that offers hours of fun.

Simply click on the destination you wish to gallop to, and before you know it, Arthur will appear. There are many places to visit, ranging from Ot Moor, where the Lady of the Lake dwells, or maybe Exeter in the South-West. You know that finding the grail will not be an easy task, and that many an encounter will confront you, so you must keep your wits about you and remember, you're the knig of England - everyone is relying on you.

ANDY

Conquests of Camelot is somewhat different from what I was expecting, because I thought that the game would be based on legend rather than fact, but it appears I was wrong. It appear that what happens in the game really did happen (or so they say) and therefore you can, theoretically, change the written facts. I think that the challenge that Conquests sets you is a tough, long term one and thus should give you more than your moneys worth - what more do you

DOUG

By now you must know that any Sierra game needs now recommendation - it seems every game they produce is a winner. I don't know how they do it, but their combination of lush graphics and taxing gameplay is far superior to any other adventure that I have played. I just wish other software house would take a leaf out of Sierra's book and take more time and care producing game for the Amiga - you never know, the software industry may improve.

SOUND

The sound, too, is equally as good as the graphics, and numerous melodious tune play throughout the adventure. Also sound effects such as the horses hooves hitting the ground help to increase the games atmosphere.

80%

GRAPHICS

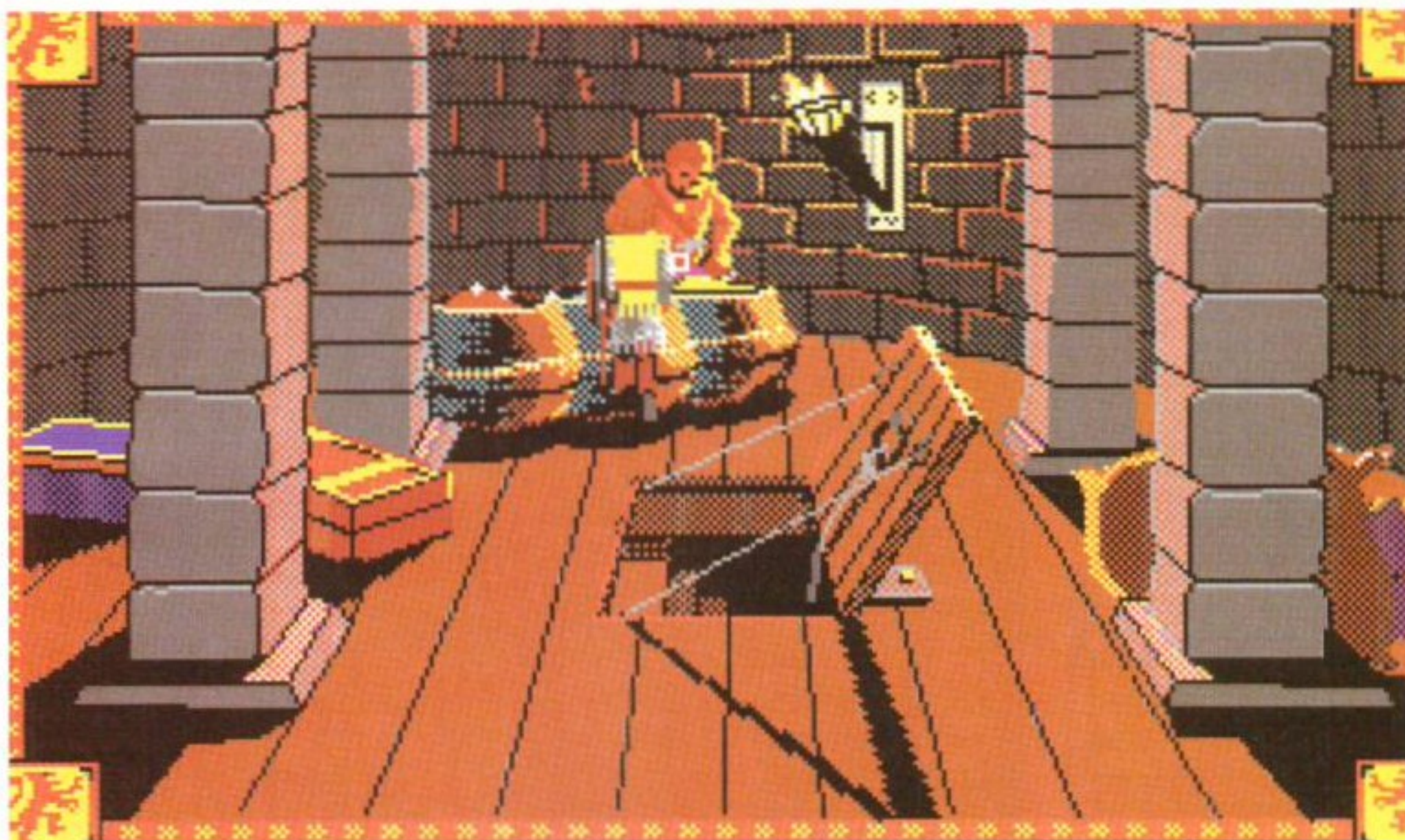
Bright colourful backdrops with highly-detailed and well-drawn sprites. Most of the objects in the background can be interacted with, and those that can't aren't worth bothering about!

83%

AMIGA ACTION

OVERALL RATING

81%



(Below) In Camelot's far tower is the treasury. Your riches are kept here, you have access to them whenever you want. Don't forget to collect some coinage for the trip.

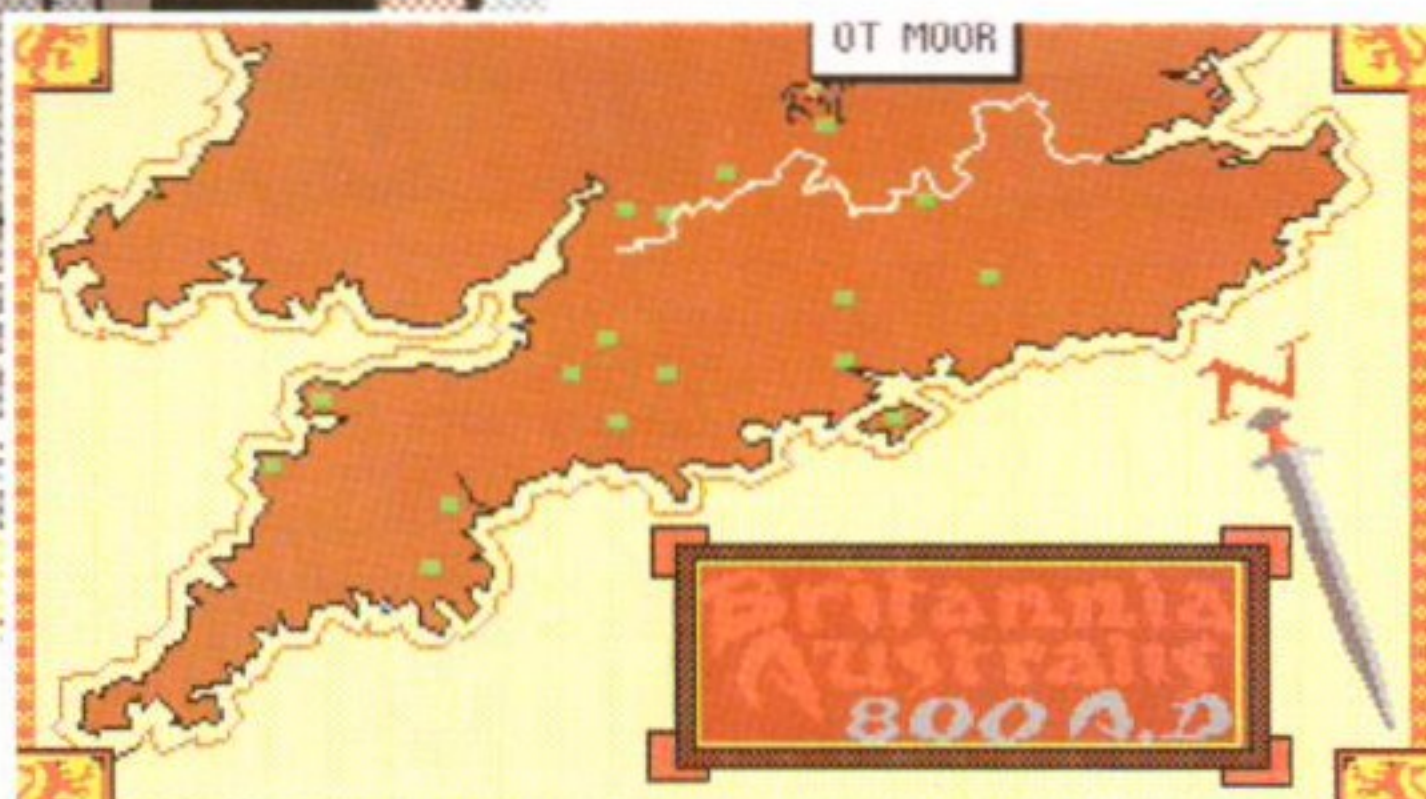


(Above) In the garden sits Guinevere, your beautiful lady wife. She is not the only pretty thing in the plot, as a single rose is left on the bush. Take it, you never know it may bring you luck.



If you know what is good for you, you won't leave Camelot on foot. Mount your trusty War horse and set off for the long journey ahead, bringing your mule along behind.

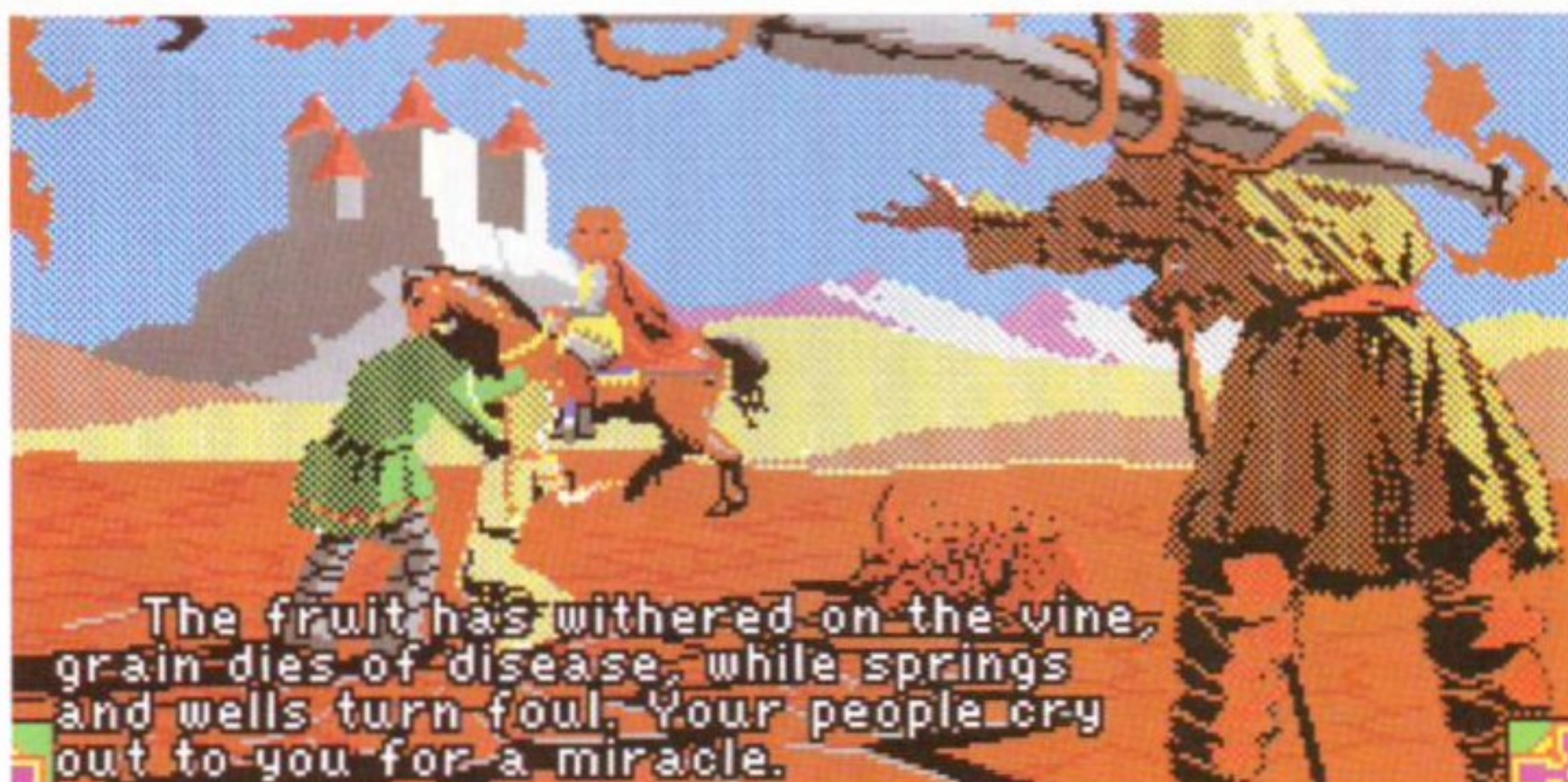
(Below) Upon arriving at Ot Moor, the hiding place of the Lady of the Lake, you wonder if there is any chance of find the fair maiden. Do you brave the ice, or wait until the summer?



(Above) To send our hero galavanting off across the countryside you side select the destination you want him to go to. Simple, eh?



(Right) The pressure on you is enormous. It seems your kingdom is falling apart at the seams and only the Grail can rectify the mistake. The question is, will you be able to find it in time?



The fruit has withered on the vine, grain dies of disease, while springs and wells turn foul. Your people cry out to you for a miracle.



MILLENNIUM £19.99

YOLANDA

Way, way back, when 16-bit was believed to be the way ahead for computers, and the main computers to own were Orics, Spectrums, and the oh-so expensive Commodore 64, Steve Bak made his programming debut. Starting on the infamous Dragon 32, he wrote most of Microdeal's 'Cuthbert' series, which starred the eponymous hero and set him in a number of coin-op conversions. However, once Cuthbert had finished in the jungle (gaining a lawsuit from Activision in the process due to its similarity to Pitfall) and had been in a derivative of Space Panic, Steve turned his attentions to the booming 64, and wrote two platform games - Hercules and Gods and Heroes. With two years between their release, both Hercules and Gods were all-action platform games based on Greek mythology, and as the games' hero, the musclebound Hercules, leapt to and fro in an attempt to complete mission set for him by the gods, all manner of traps and meanies would attempt to kill him - a pattern which is repeated in Yolanda - a 16-bit update of the classic 64 romps.

The scenario tells of how Yolanda's beauty has upset the vain goddess, Hera, who then cursed Yolanda with a wicked spell that meant that any man that fell for her charms would die a horrible death. However, to break this spell, our heroine

DOUG

Now I like my games on the tough side, but this is ridiculous. No sooner had I entered a screen and had a quick look around, then the platform would ignite, killing my character instantly. Yolanda certainly keeps you on your toes, and I must admit the gameplay did keep me hooked for a while. However, once the nostalgia wears off, it loses a lot of its appeal.

GRAPHICS

The sprites are small but plentiful, and each task feature a good variety of dangers and monsters, saving the game from looking decidedly 8-bitesque.

66%

SOUND

Not a great deal to talk about and VERY annoying. A dull dirge plays every time you die, and, as this happens often, is sure to annoy.

47%

must perform twelve tasks which will make the gods favour her cause and undo Hera's evil spell. Thus, over sixty or so screens, you must guide the brave Yolanda past the self-igniting bridges, over the poisonous creatures, having chosen one of three difficulty levels to make your task easier.

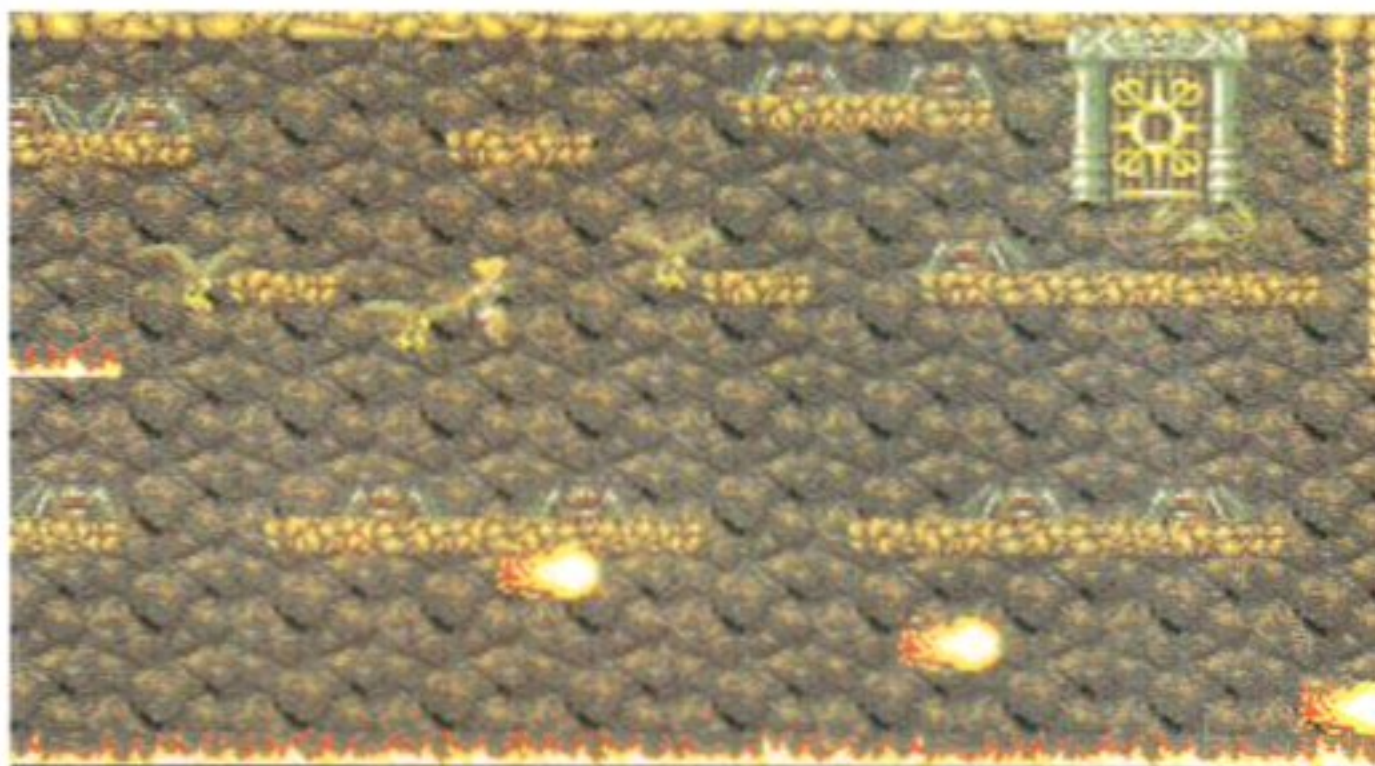
STEVE

Yolanda is a reworking of two of Steve Bak's age-old 64 games, Hercules and Gods And Heroes. The only difference is the sprite's change of sex, but everything else makes a welcome return and will ensure much hair-pulling. If I had to fault the game, I would have to say that the trial and error technique required to progress can get annoying, but as the screens are thrown at you randomly, I felt the variation made up for it. A playable platform

Yolanda's platform escapades prove extremely hazardous, and the screens rely on a great deal of trial and error, as well as luck, before you'll evade the combustible platforms and mutant legends.



Each task is set over four or five screens, all of which must be completed in order. Depending on the difficulty level chosen, Yolanda starts the game with anything from one life (for masochists and demi-gods) to seven (for wimps and the weak-hearted).



The basic idea of the game is to use whatever means you can to reach the door that leads to the next part of the task. Dotted throughout each screen are ropes, invisible platforms that appear should you touch them, and ordinary platforms.



OVERALL RATING

70%

The twelve tasks are all based on mythology, so expect to have to rescue bulls, deliver magic items and the like. However, the final task is only accessible when the first eleven are completed.

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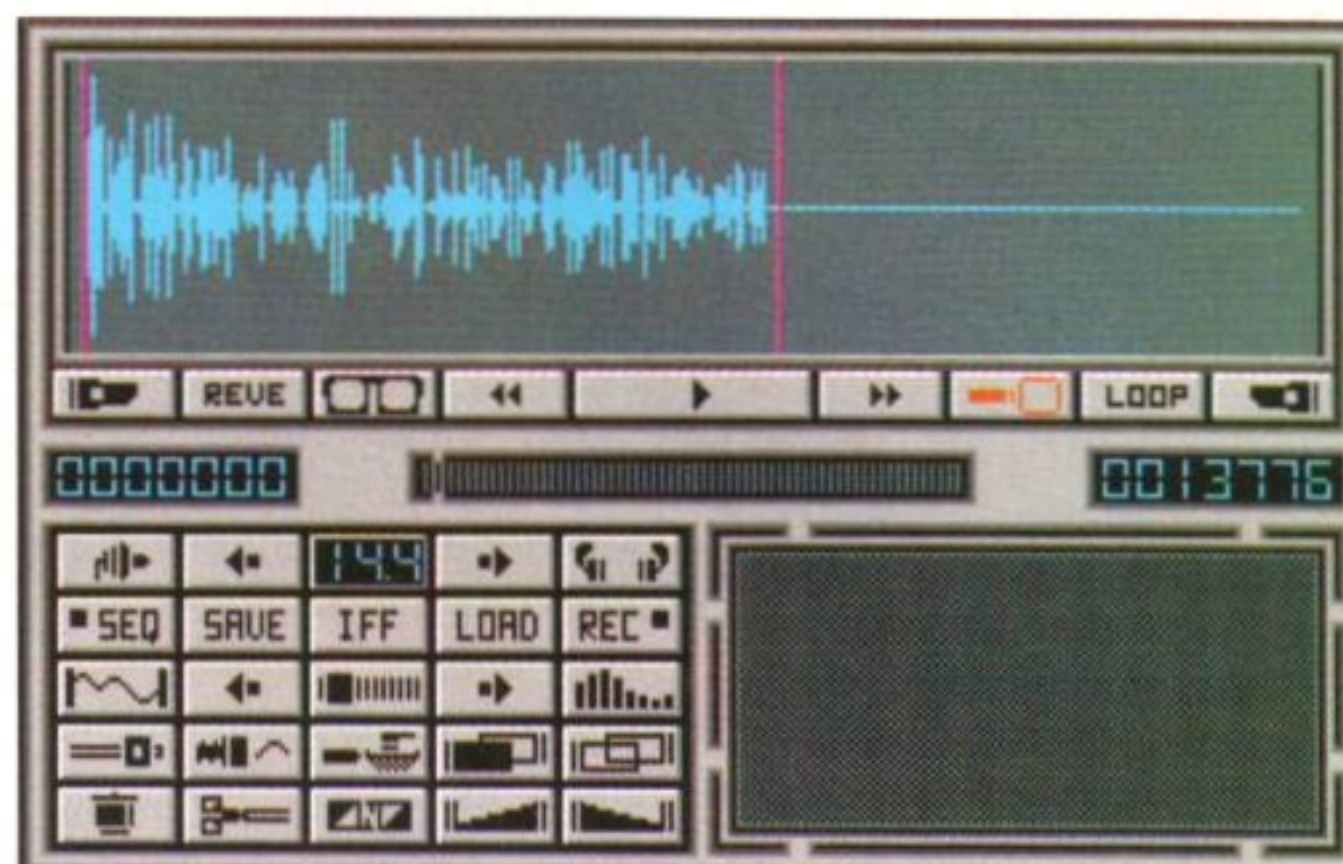
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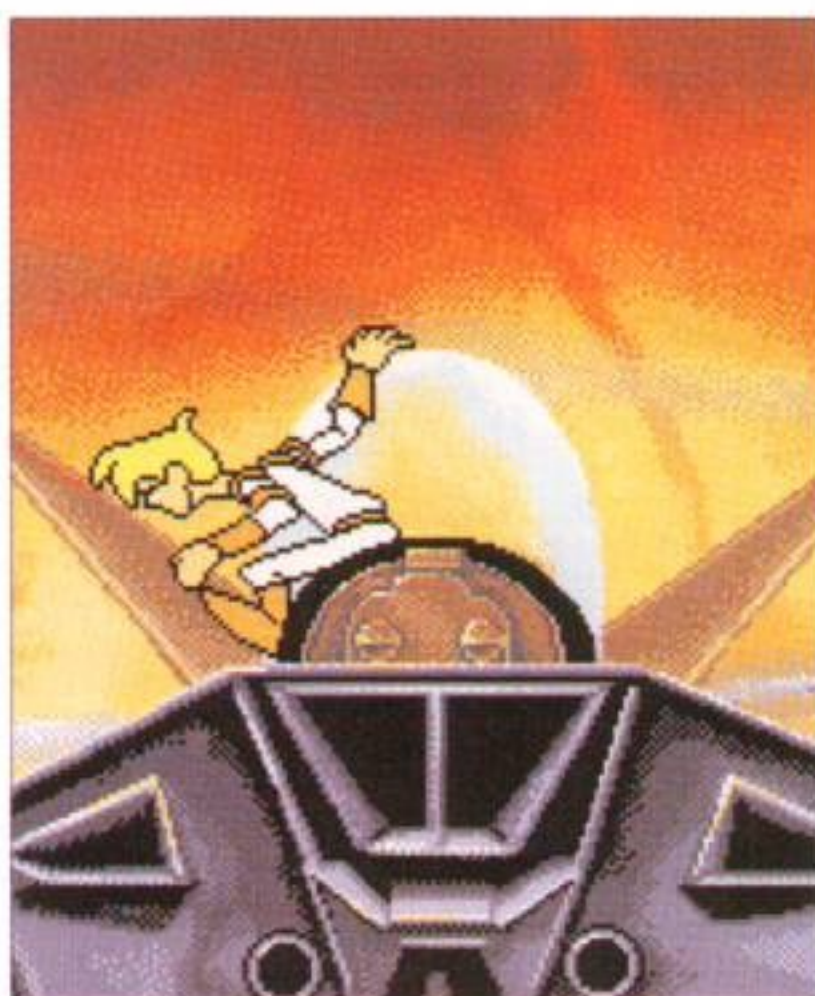


GIVING THE GAME AWAY

Happy birthday to us. Happy birthday to us. Happy birthday dear AA, etc.. Yes, it's our first birthday - a grand twelve months since we arrived! GTGA Amiga Action, Interactive Publishing, Europa House Adlington Park, Adlington, Macclesfield, Cheshire, SK10 4NP.

ACTION FIGHTER

I didn't ever get to see this vertical-scroller on the Amiga, but from what I hear, it's a bit average. Still, A.Nonymous (oops, I've lost his name) has found that if you type ZBACKDOOR on the high-score table infinite lives and energy are yours for the taking.

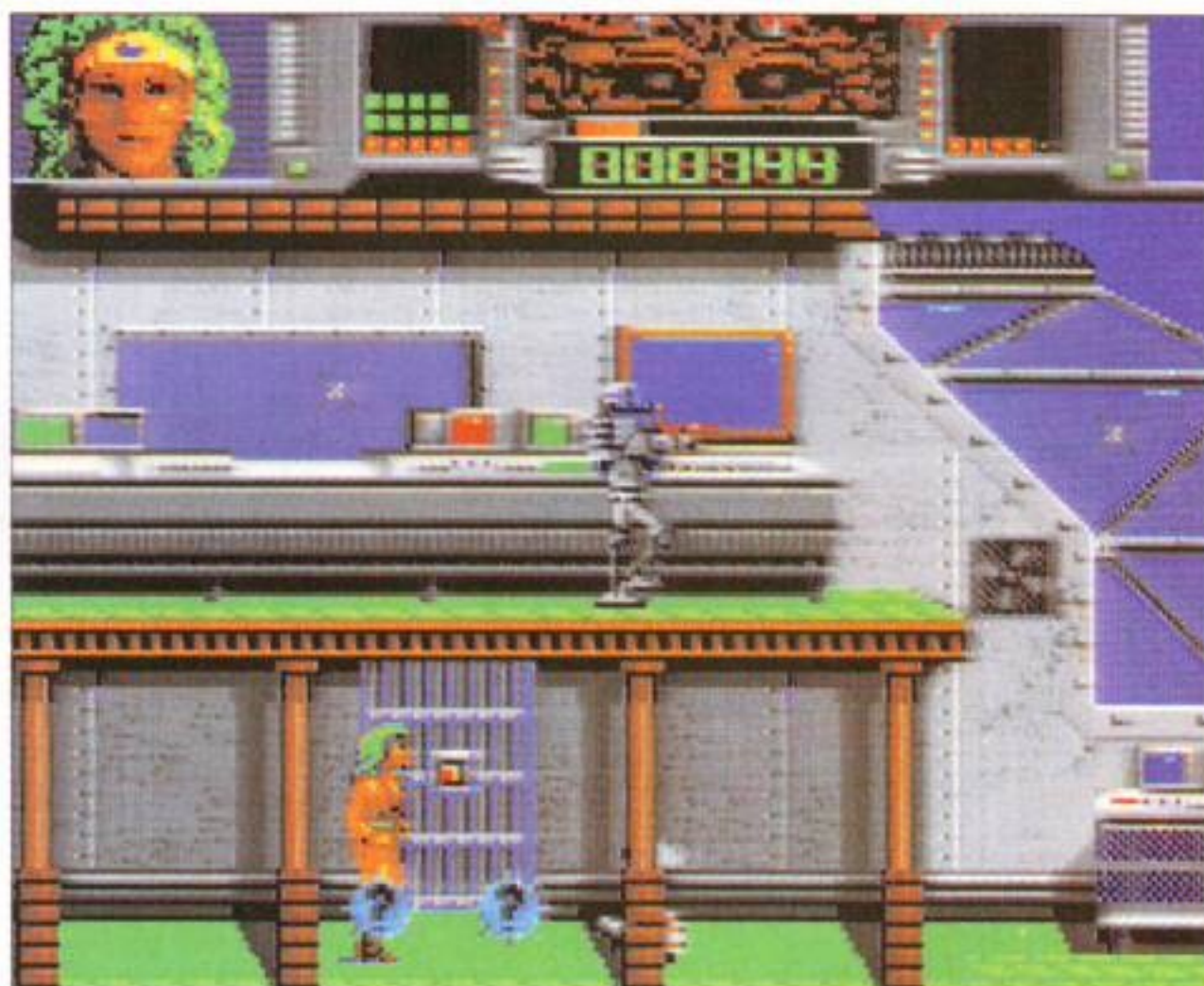


SPACE ACE

If you're still having problems with this walk-over of a game (and if so, why?) then try this easy-to-enter cheat mode. Just as Borf is attacking you, pause the game and enter DODEMODEXTER. Then press fire and return before pressing 'P' to restart the game. With luck, the game will now play and complete itself in front of your very eyes. Actually, I found it only worked when I was on my last life, so if at first it doesn't work, persevere!

HAMMERFIST

This much-hyped arcade/adventure/beat'em-up slipped through our reviewing net, and I must say that I was a little disappointed with it after all that had been said about it. The action was extremely repetitive, and I don't reckon that it's all it was cracked up to be. Still, anyone who bought and is struggling to progress will be grateful of this useful cheat from Graham Tilley of Durham. Play the game and get on to the high-score table, then enter the phrase TAEHC OT TNAW I (including spaces). Then, restart the game and press F7 to skip one screen at a time.



SHADOW WARRIORS

You'll need a friend to help you enter this one. When the intro sequence is running, hold down the following keys: CTRL, J, ESC, 5, F2, RIGHT ALT, (, V, SMALL ENTER, HELP. The border will flash purple, and pressing Help during the game will advance you a level and pressing Q makes you invincible to enemy punches and kicks.



GHOSTS 'N' GOBLINS

Having problems with this playable conversion of an old coin-op fave? Then fret no more, as Mark Lawrence is to the rescue! Play the game as normal and get on to the high-score table. Now, instead of entering your name, enter)!(followed by the END option to quit the table. Now start the game as normal, and you'll find that, once you've lost your armour, you're invincible. What's more, you've got infinite lives, too!

SLAYER

Another Hewson game taken apart by A. Nonymous. Apparently, make your way to the end of the first stage, ensuring that you are on your last life. Blow up all of the enemy guns and the little green monster. Next, crash into the machine it resided in. You will then start level two with infinite lives.

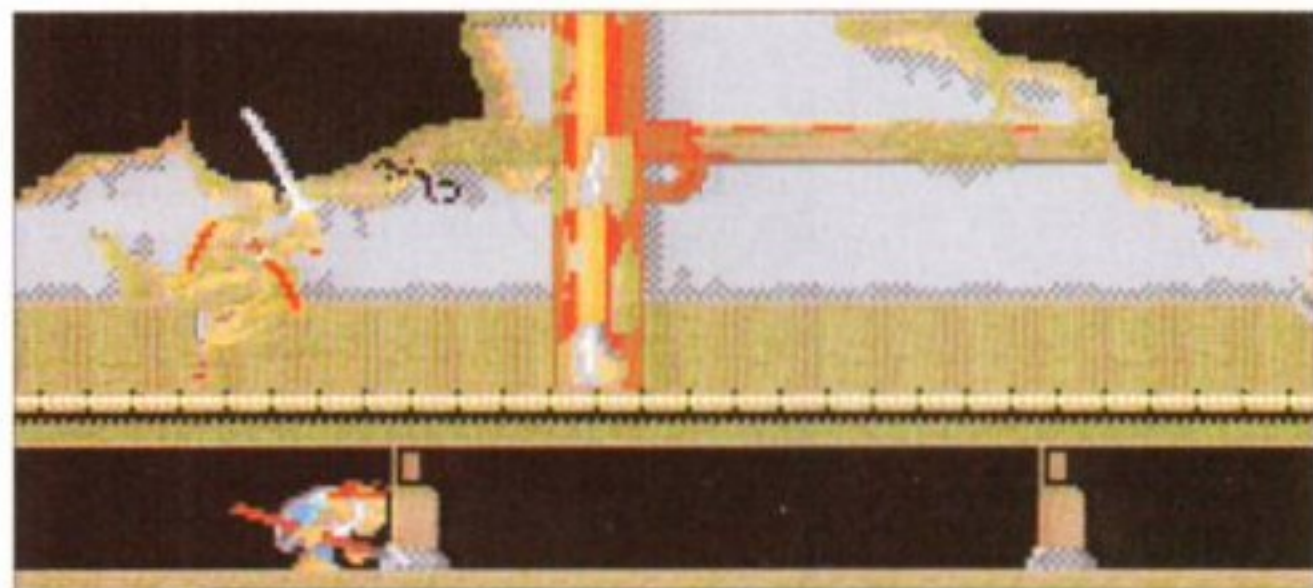


SKIDZ

You may be having a few problems litter collecting in Core's brilliant bike'n'board game. Terry Smallhouse from nearby Manchester, to the rescue. Start the game as usual and hold down the firebutton, ALT and C for infinite lives, of the firebutton, ALT and L for access to any of the levels at any time. Terry warns, don't activate both cheats, or you won't be able to get past level two.

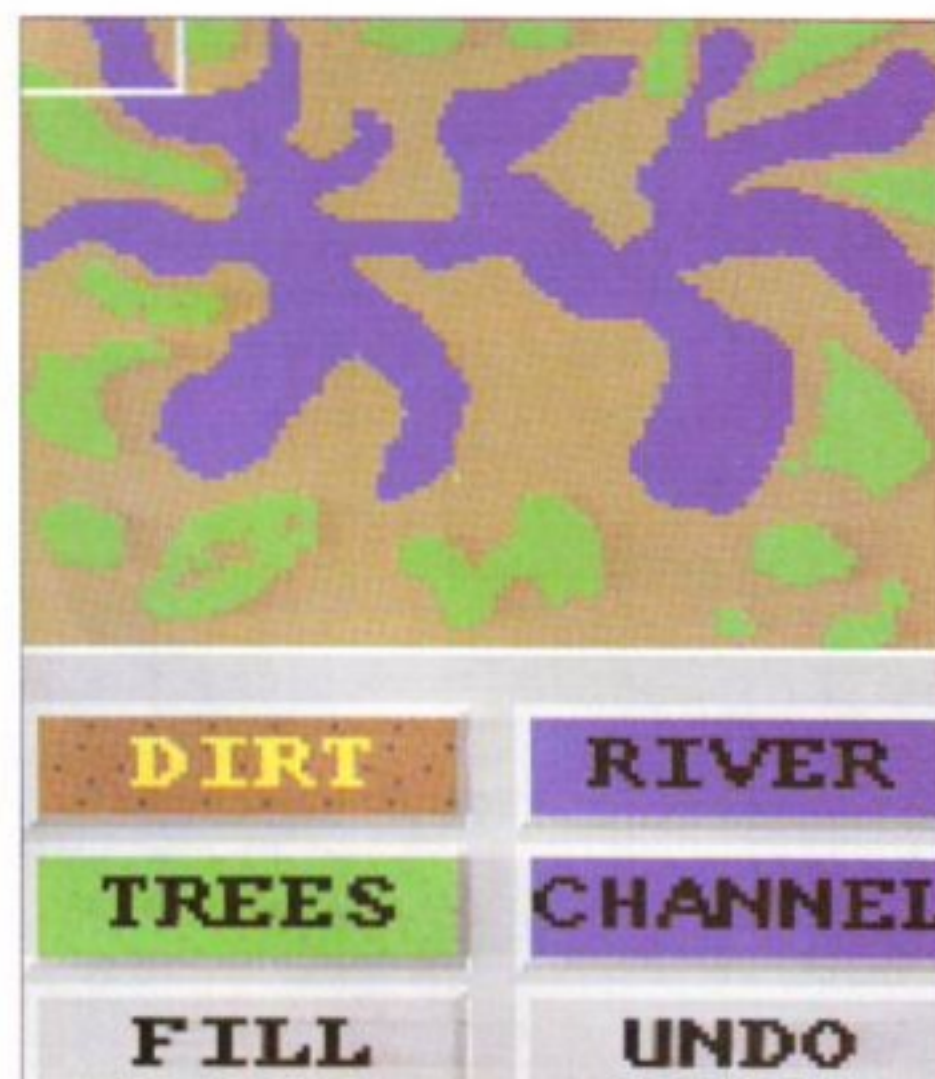
NINJA SPIRIT

If you couldn't get the other cheat to work, then give this one a try. Havant's very own Graham Johnson reckons that if you pause the game using F9, then press the CAPS key, the CTRL key and SHIFT one after the other, then when the game restarts you'll have infinite lives and no collision detection. Hope that helps.



SIM CITY

Not a month goes by without someone sending in a tip for Infogrames' under-rated city builder. However, the one Calvin Jepps from Arundel has sent in rates as probably the best one yet. Apparently, when the main screen appears, hold down the SHIFT key and type in the word FUND. This increases your money by \$10,000 but shouldn't be used too often.



DYTER-07

Personally, I didn't really rate this shoot'em-up, but Callum O'Kelly from Dublin has found a cheat that may extend its lasting appeal. When the game's loading screen appears, type in the word GIBB. This activates a cheat mode which means that when W is pressed you are given extra weaponry, and when S is pressed your shields are replenished.

DYNASTY WARS

It seems that most Amiga games programmed by Tiertex use this cheat system, and Graham Johnson of Havant has found that if you pause the game with F9, then hold down SHIFT, 1 and HELP, followed by unpausing the game with F10, you'll be able to skip levels with a quick prod of the F2 key. Thanks very much for that, Graham.



F-29 RETALIATOR

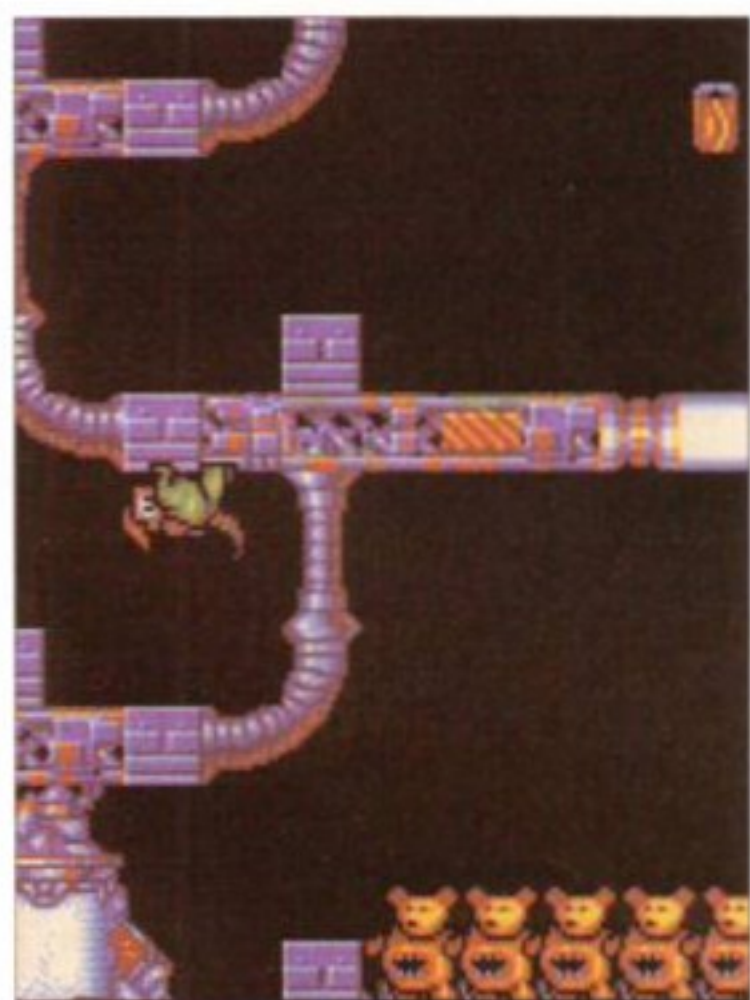
On the enlisting screen, enter THE DIDY MEN instead of your name but don't press return. Click on the Colonel icon next, press return and select a battle area. Choose and accept a mission and start playing the game as you normally would. However, what this cheat does is land you safely whenever the enter key on the keypad is pressed. Thanks to Annie Wills from Brum for that'un.



IMPOSSAMOLE

If you couldn't be bothered to type in the poke unlimited everything for Monty's return performance, then, courtesy of Core Design, here are a list of cheat codes which, when entered on the high-score table, endow Monty with different powers.

COMMANDO - No time-limit for weapons.
HEINZ... - Three power bars.
ANNFRANK - Low energy topped up.
LUMBAJAK - Double-length energy bar.
OOCHOUCH - Walk on water without dying.
JUGGLERS - Try it for yourself...



FLOOD

Alex and myself really got into this neat platform romp and here are some of the codes we've found.

Year - Level 2.
Quif - Level 3.
Long - Level 4.
Word - Level 5.
Trap - Level 9.
Jump - Level 13.
Pool - Level 20.
Quid - Level 24.
Foam - Level 41.

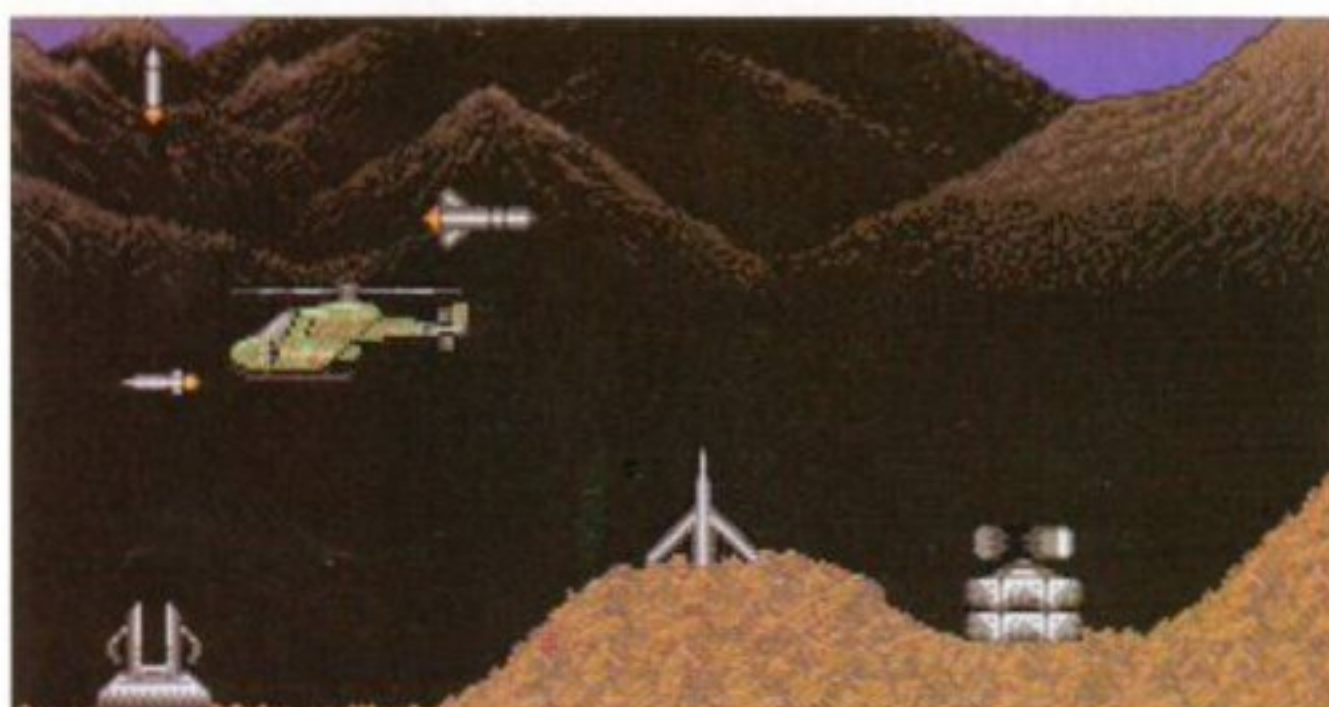


CHARIOTS OF WRATH

A pre-AA game, this. But definitely Impressions' best yet. And now infinite lives are yours thanks to - you've guessed it - A. Nonymous. When instructed to press the firebutton to start, push the joystick forward instead. Easy, huh!

BATTLE VALLEY

Once again, A. Nonymous has returned! This time with a cheat for Hewson's helicopter/tank-based shoot'em-up. The programmer of the game was obviously a bit of a Viz fan (who isn't?), because typing ROGER MELLIE THE MAN ON THE TELE activates an infinite lives cheat.

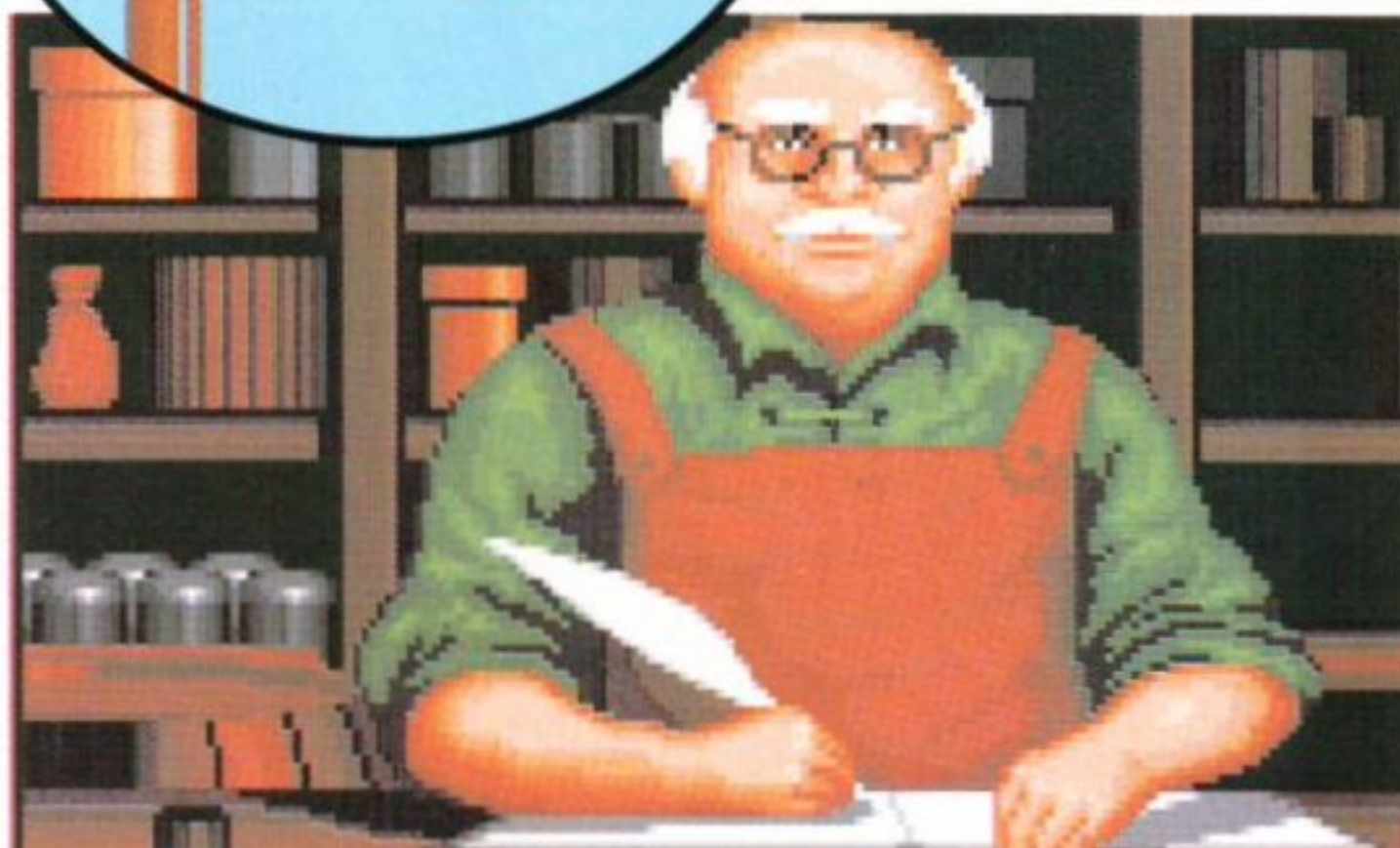
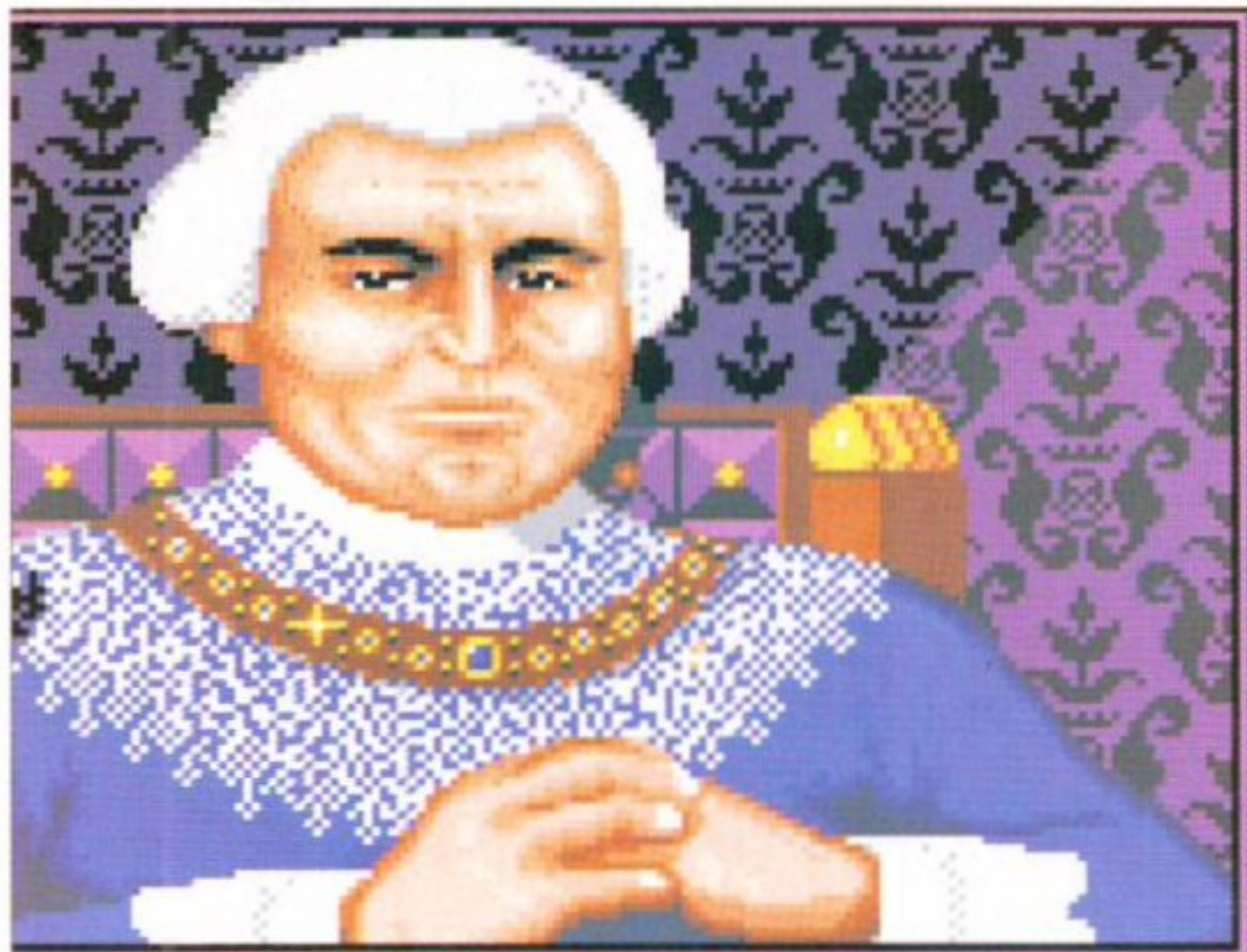


AND THIS MONTH'S WINNER IS...

This month's prize winner is Graham Johnson from sunny Havant for his Dynasty Wars and other cheats, and who will be receiving a copy of Kid Gloves for his beloved Amiga. I've run out of space now, but don't forget to send us any pokes, maps, tactics and cheats for any of the latest games - there's prizes up for grabs.

GTGA: PIRATES

Loadsamoney (TM Out Of Date Words. 1989)! That's what you and your band of blood-thirsty men are after, but getting it is the hard part. But with a little bit of help you shouldn't have any trouble and you'll be plundering the Treasure Fleet and the Silver Train at each port, and then the pieces of eight will really start rolling in.



SWORD FIGHTING

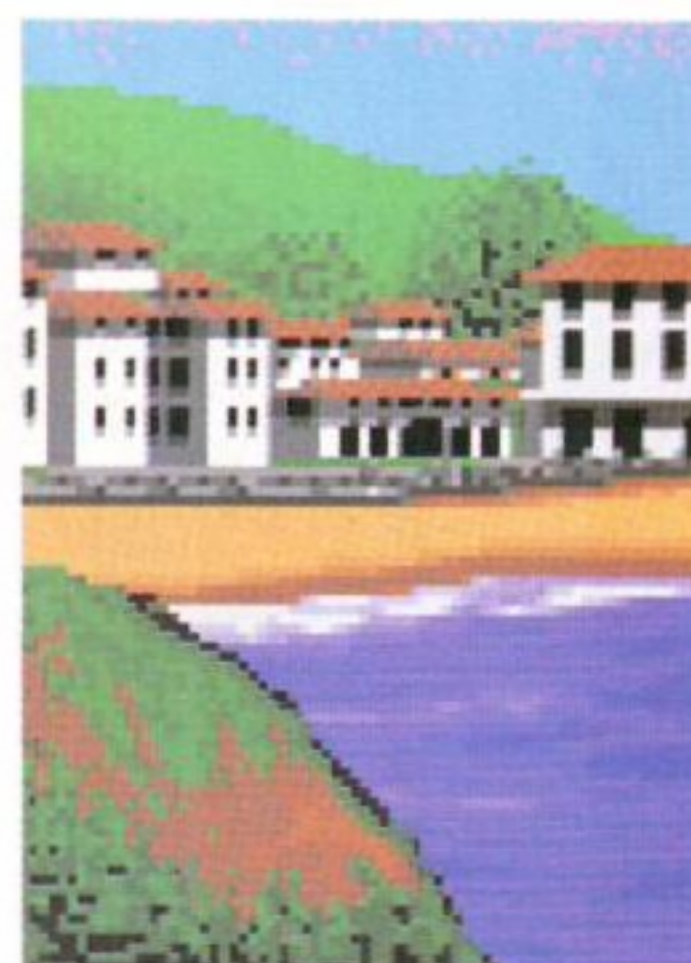
The first thing you will have to master is the art of sword fighting. The battle you will have to win at the beginning should prove no problem, but as you progress through the game you will discover that not every one will be as easy to beat as the first captain. Before you race into battle you will have to choose which sword to use. Out of the three you can choose I'd only recommend ever using two - the rapier and cutlass. The rapier is a good choice mainly due to the slightly longer reach it has over the other swords, but you can't have everything and the damage that is done with a rapier isn't exactly amazing. The cutlass is the other sword due to the damage it will inflict on your enemy, but the cutlass has its weakness, and that's its length which isn't too long. The longsword didn't really seem to have much to offer and just seemed to be a middle-of-the-road sword; I found it better to either go for damage or length.

As soon as the fight begins, advance toward your foe and strike at him to draw first blood. As soon as you've hit him, immediately take a step backwards and then make another strike at your opponent. If he has taken a swing as well and your sword hasn't hit, then take a step back and repeat the procedure again.

LOADING YOUR GUNS

Sea battles are another part of the game that you will need to have total control over if you are to get very far. Depending on which time period you have chosen, you will start with a certain ship, but whichever one you have started with the frigate is the one you want to get your hands on. This ship can carry quite a few men and cannons and is ideal for attacking enemy towns. It's quite maneuverable for its size. When attacking enemy ships with the frigate the tactics you use should depend heavily on what ship you are up against. Although you have all that firepower a simple sloop could cause you quite a bit of grief. If

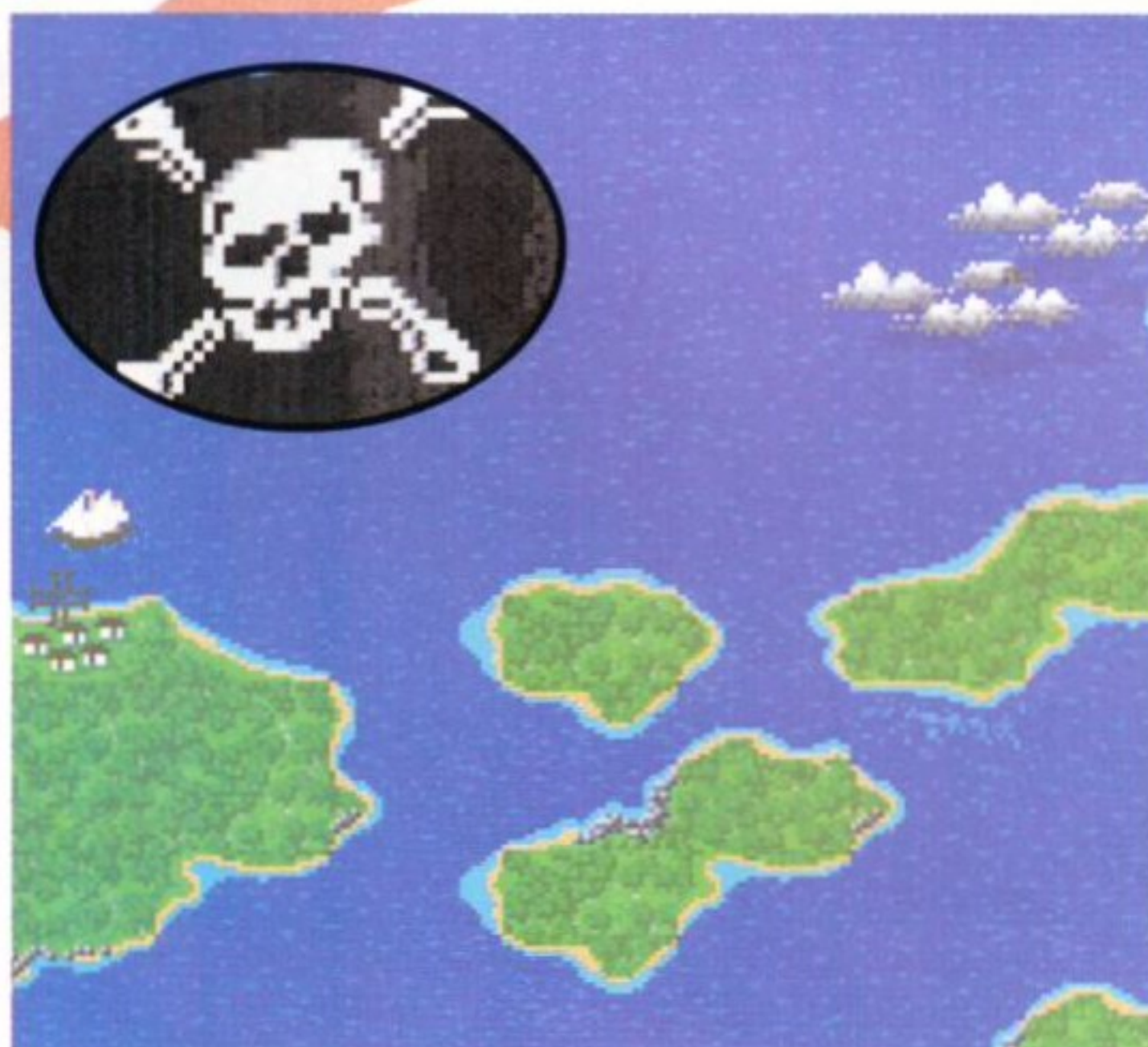
you're attacking a small ship it's best to start turning straight away so that you can get at least one shot off, and when it hits, your opponents will try to get away as quickly as possible or bring the ship together to fight it out with the ever-trusty swords. If the ship runs simply race after it and because of the damage you have caused you should have no problems catching it and making it show its colours. The bigger ships on the other hand can be dealt with how you want. You can blow the hell out of it if you want, but it's more profitable to take her in good nick by boarding her and fighting it out that way.



PIRATE PROBLEMS

You are bound to come across at least a couple of pirates in your adventures (no, really?), but what should you do with them once you've caught them? Well, it all depends on what your country has been doing. If your country has offered a pirate amnesty then there's not a lot of point of holding him for ransom, because you won't have anywhere to take them, and if you do take him it'll only be a matter of time before he jumps overboard, much to the displeasure of your crew. You can always get information to where the Treasure Fleet or Silver Train is, but with a bit of luck you'll already be getting this of one of the governor's daughters.

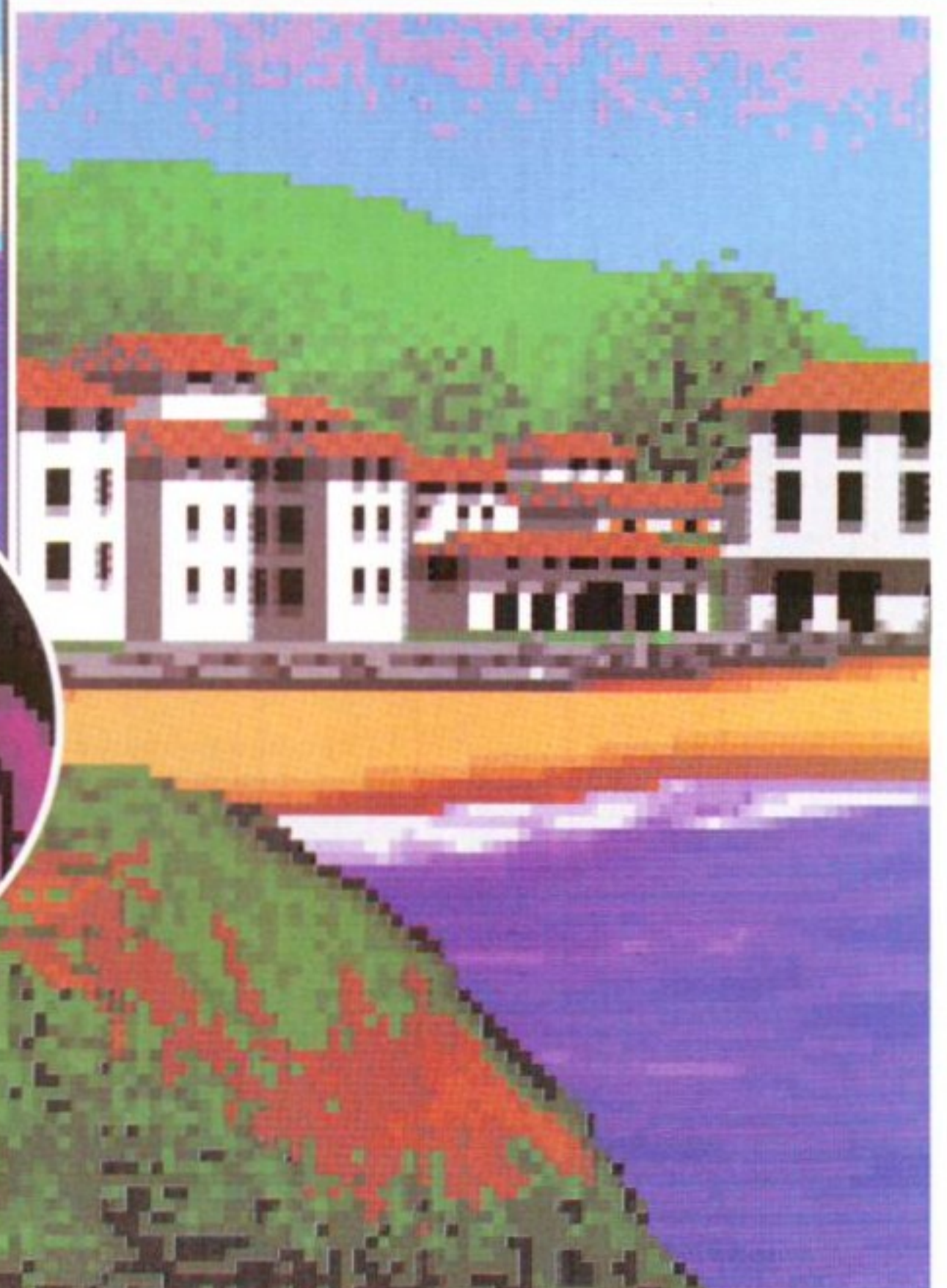
While we're on the subject of governors, always take a mission if it's offered for it a bonus and most other things can wait, and it



GTGA: PIRATES

GOING SHOPPING

Taking a town can be done in two ways, again while using a frigate. The less popular way (by the view of your men) is to bring your ship into a position where the direction of the wind will hold your ship stationary while you hit the fortress with everything your ship has got to offer; however, although this tactic weakens the fort considerably, it can also lead to quite a few of your own men being killed (Oh well, less men to divide the plunder amongst). On the other hand you might approve of the more direct approach of simply heading straight for the town and then relying on your skill with the sword to win the battle. If you choose this way try to get the wind behind you as you approach the town so that you can get there quicker, thus avoiding too much damage.



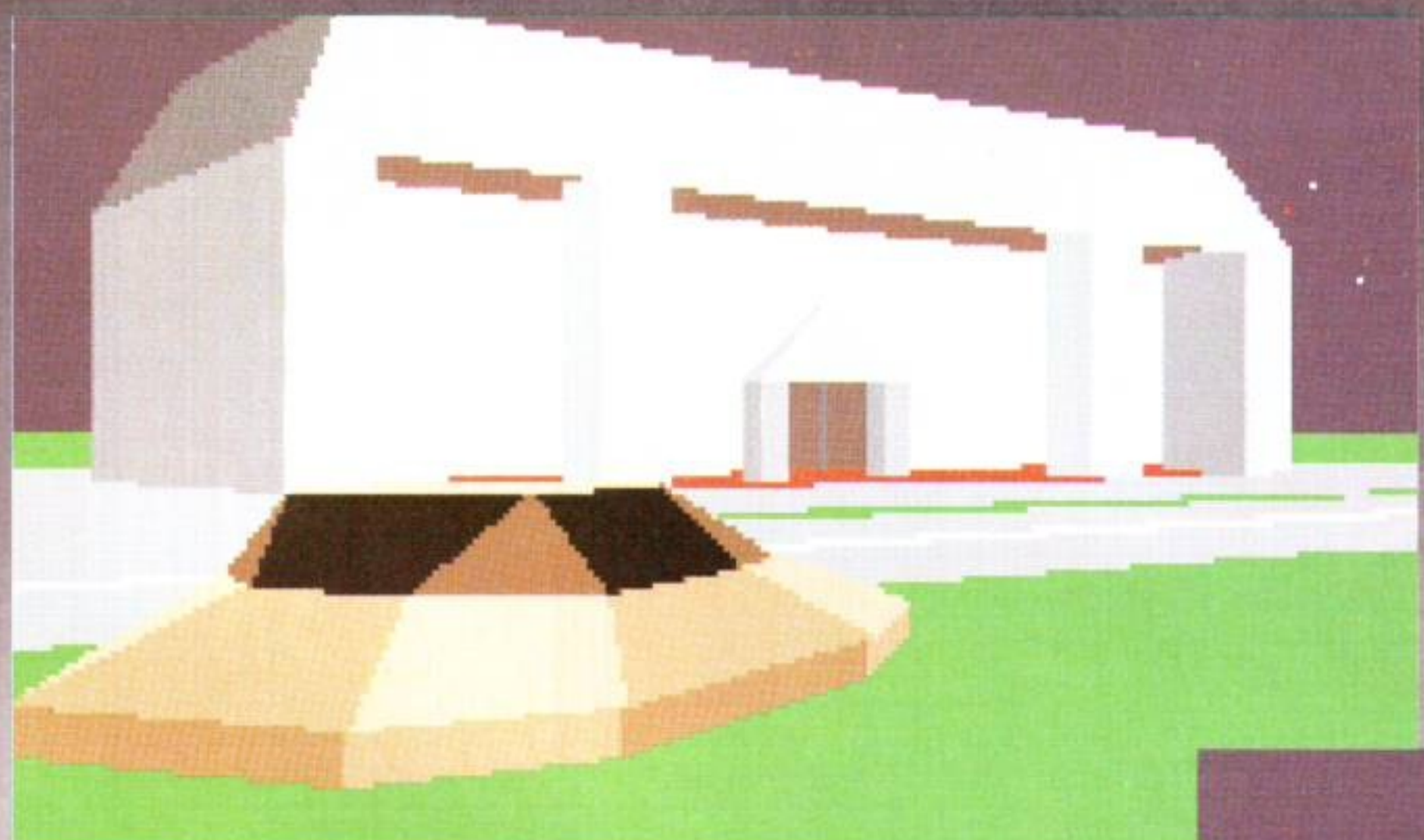
helps you on the way to their next title up the tree and hopefully some more information on the whereabouts of one of your family. Rescuing your family is quite important due to the fact of the treasure maps that they sometimes have. These treasure maps are usually a lot better than the ones you can pick up in taverns, and you don't even have to pay anything for them; and besides it looks a lot better on your retirement details if you've managed to find most if not all of your family.



**Amiga Flight
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GTGA: DAMOCLESE

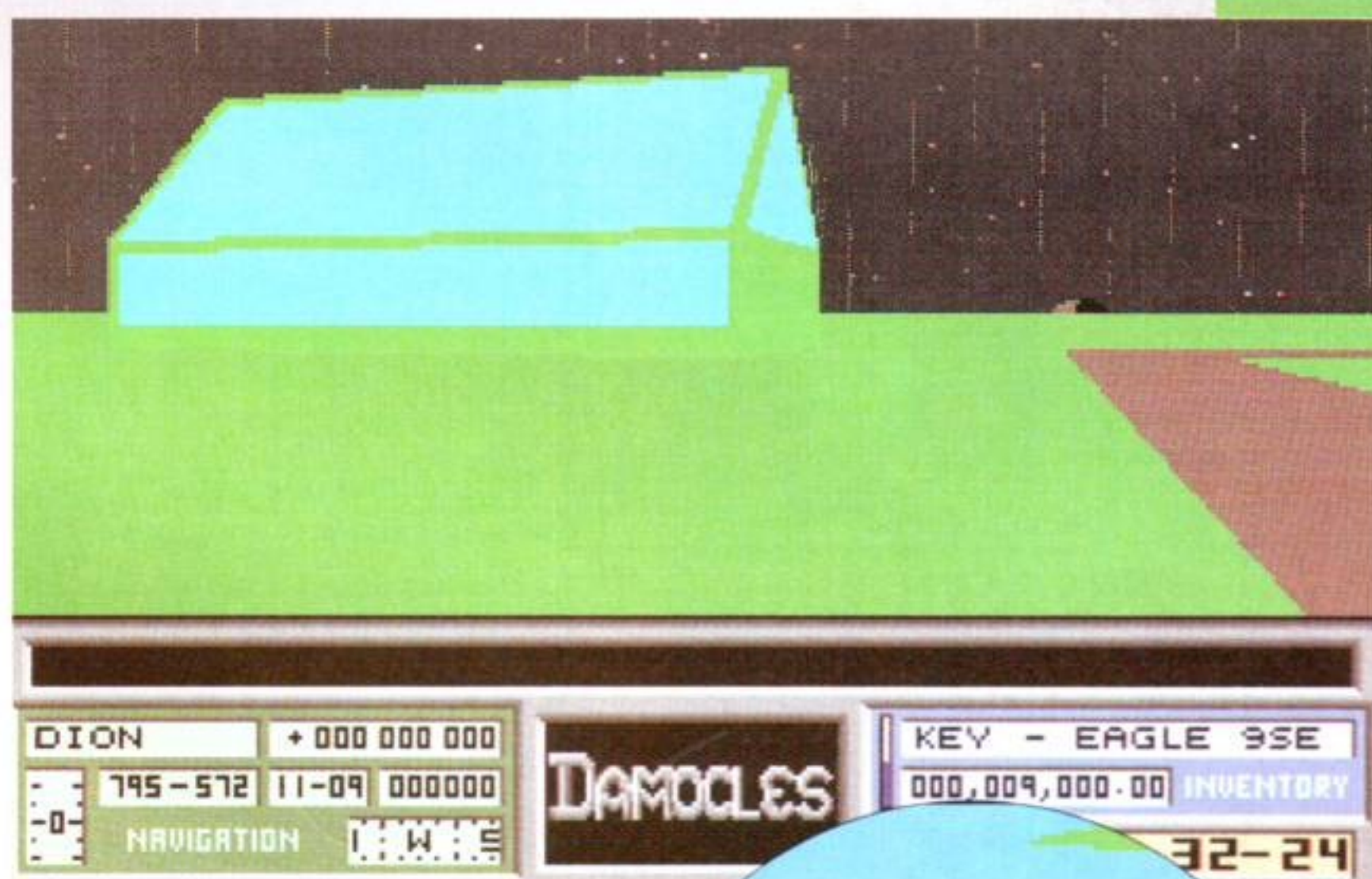
Yes, we know that it has only just been reviewed, but D.G. Lane from Mansfield has already solved Paul Woakes' massive space romp and, being the kind soul he is, has sent in a full guide of what to do and when...



ERIS

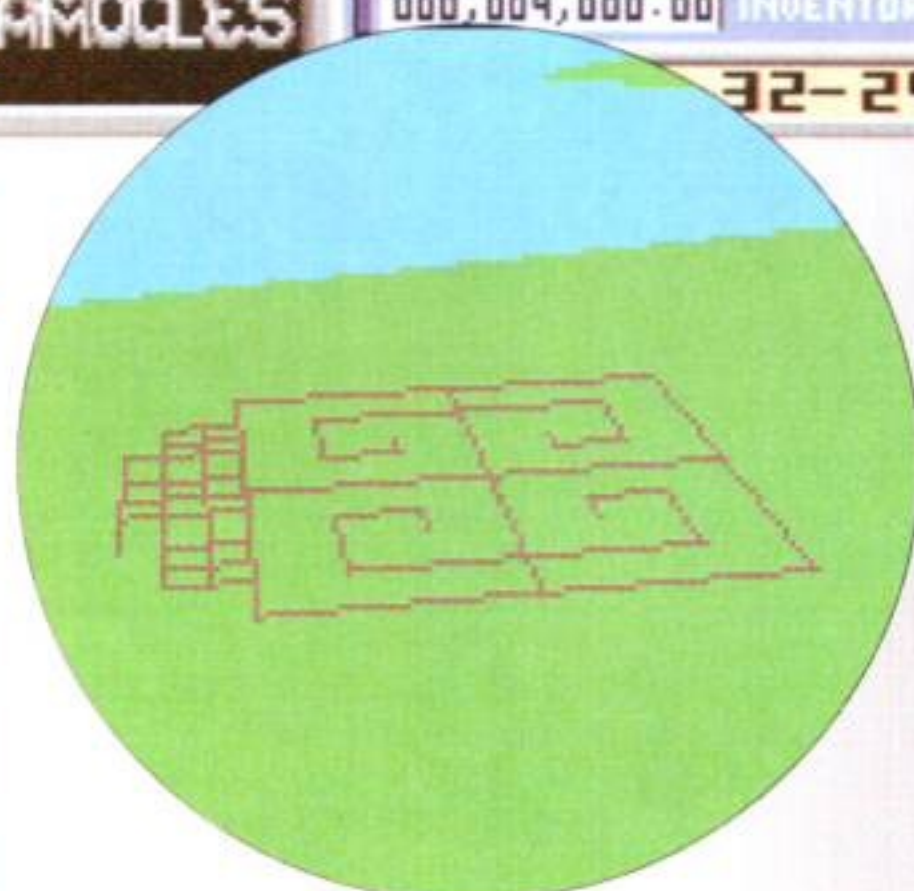
Get the spaceship as instructed and pilot it to location 12:14. A computer is located here, so collect it and fly to location 15:03 and buy the pressure suit you find there. Next, make your way to Snow Island and land at location 3:00. Make your way to the cupboard and take the Nova Trigger from within it. Now fly to

Bare Island (Loc 6:02) and use the ground floor transporter several times until the compass tells you that you are at location 7:01. This is the city of Gaea, so find the sideboard and collect the Nova Trigger that is hidden in it. Then make your way back the way you came.



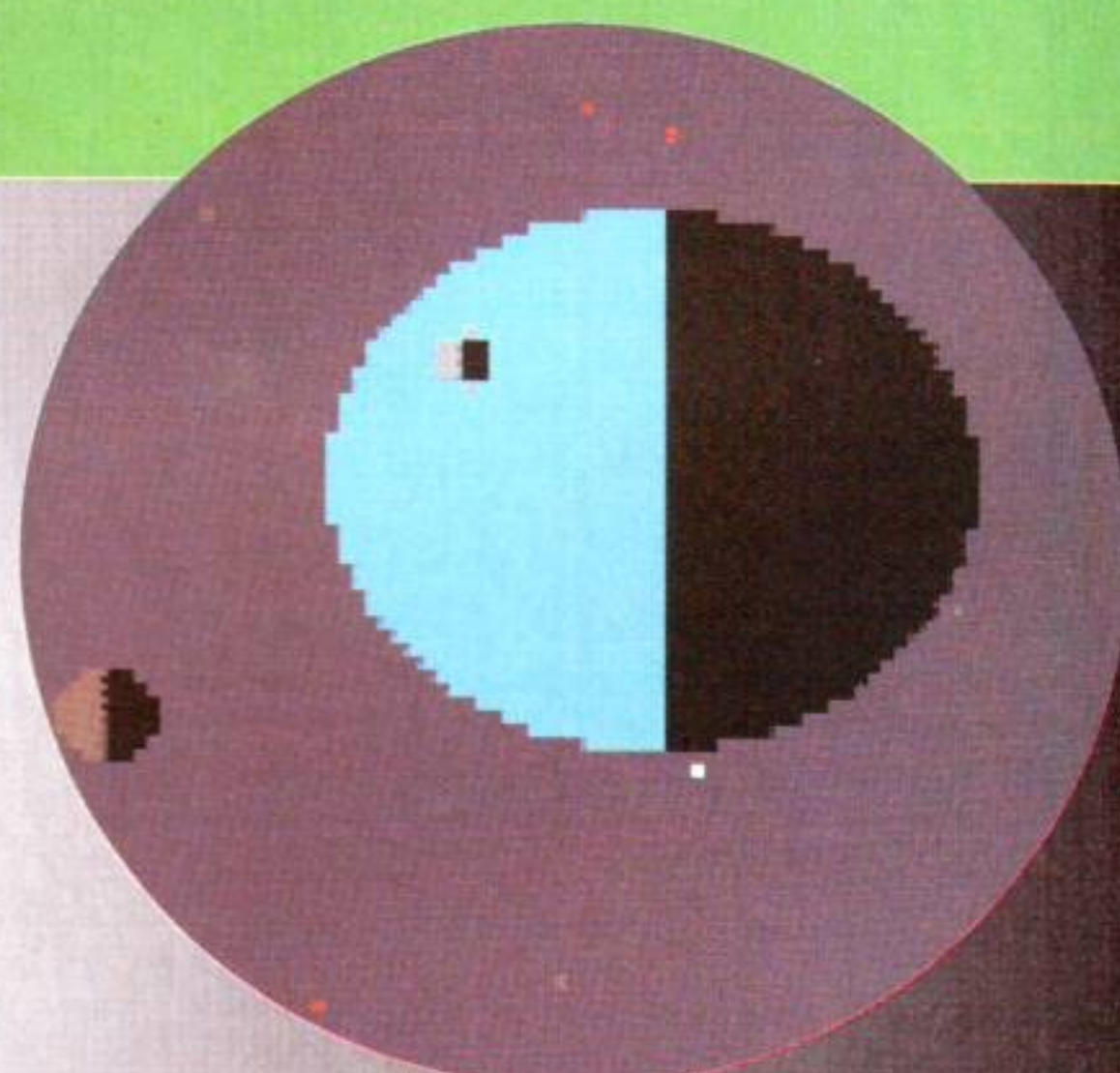
GAEA

Head for Chaldea Metropolis on Gaea, and make your way to 6:06. Take the gold from the basement there, and fly to 5:08 and sell it. Now shoot off to 5:06 and take the Hi-Fi which has another Trigger in it. All that remains now is to collect the Nova Bomb. Head for location 09:02 and you will find it in the basement now prepare to meet...



METIS

Fly to Metis, landing at 5:06. Collect the washbasin (walk towards the table that faces you as you enter the room), and the wall behind the table will move because it is actually a door disguised as a wall. This newly-found room reveals the washbasin you seek, within which is the next Nova Trigger.



DAMOCLES

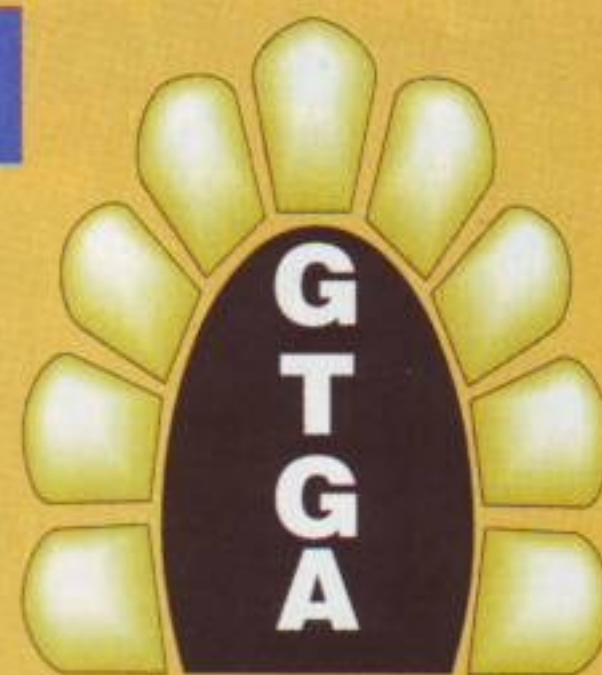
Head for the deadly comet and land on it. Drop the Nova Bomb and retreat to a safe distance. Switch on the collected Nova Triggers one by one and the comet will eventually explode and the reward will be yours!

This is, of course, only

one way of completing the game, and D.G. reckons it can be done in an hour. He also mentions that if you want to open the Novagen safe at 02:11 in Birmingham Island on Dion, just place some explosive on the top to detonate it.



CASTLE MASTER



Jules Davis, of High Wycombe, has sent in a complete solution for Domark's brilliant Freescape romp.

KEYS:

1. Kitchen:- on left of door as you enter.
2. Igor's chamber:- in chest.
3. Vault Vesibule:- on north wall.
4. In stable:- on horse, under it's chest.
5. Hay barn:- behind hay stack immediately to right of door (NE corner)
6. Well:- at top of well shaft.
7. Chapel roof:- on chapel roof, get by standing on drawbridge and closing it.
8. Shrine:- on top of gold nugget. Get into shrine by activating book on far left of top shelf in library, then stand on chair revealed.
9. Wizard's hut:- on top of chair back, stand on table to reach.
10. Pentacle vault:- north wall. Get all Pentacles.

PENTACLE

1. Bell tower:- Pull rope until pentacle appears directly under bell pull.
 2. Gatehouse:- enter from left ledge, immediately on right of entrance.
 3. Dragon's hoard:- on chest, get all treasure, pentacle appears, replacing lock.
 4. Junk room:- crawl onto bottom shelf, go to the back, then stand up.
 5. Display room:- enter from granary by climbing into chest then closing it.
- Rest of Pentacles are in catacomb caverns



RIDDLES/MESSAGES/CLUES

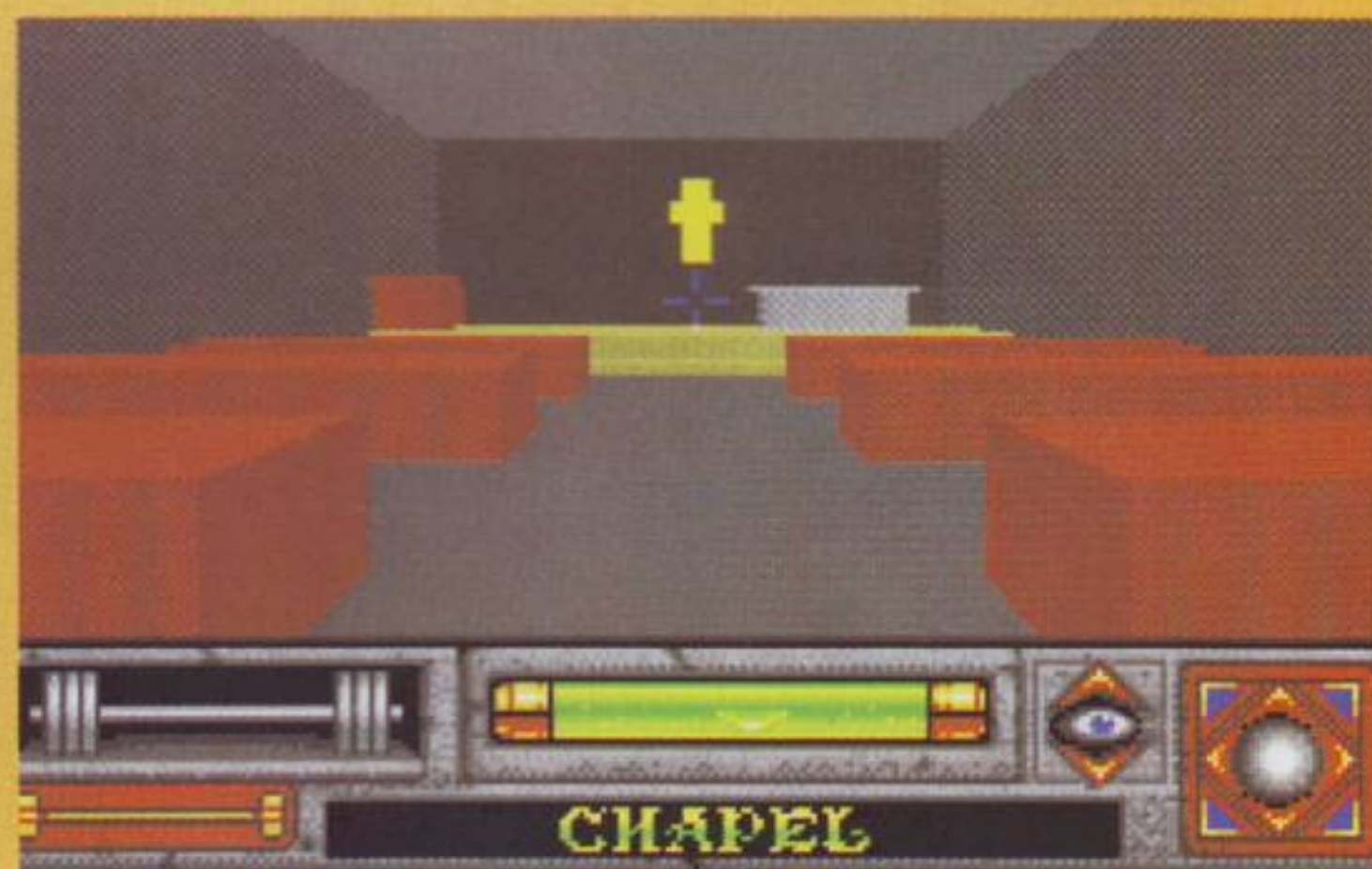
1. I bid thee welcome stranger
To Castle Master's realm:
Thine own twinself in danger
To fail or overwhelm
2. Be foot loose and fancy free
To weave thine way without
gloss
3. When my face is drained
I stare down open mouthed
4. The place of the word of the
lord must truly be understood
5. A needle in a sneezing stack
Is silver within gold
6. A louse crawls faster
A mole crawls deeper
But a worm crawls very well
7. Enshrined above that which
Is the goal of alchemy
8. The pioned eye of Heaven
Sees all once overlooked
9. To stand on high ceremony
First leap off hinge and bracket
10. Inside the blemish of the toes
Within the heart
Below the neck
Above the gut
11. What ails or ales one thing is
clear Spirits are not served here

12. With all spirits unemployed
Magister maybe then destroyed
13. Would a sore throat from
Greece Free an emperor from
Rome When one is born every
minute
14. The final gaurdian waits within
Magister is his name
But thou shalt not proceed to
win Whilst spirits do remain
15. When feeling not sick
Look to liquid assets
16. A well placed rock is all you
need To make the drawbridge fall
with speed



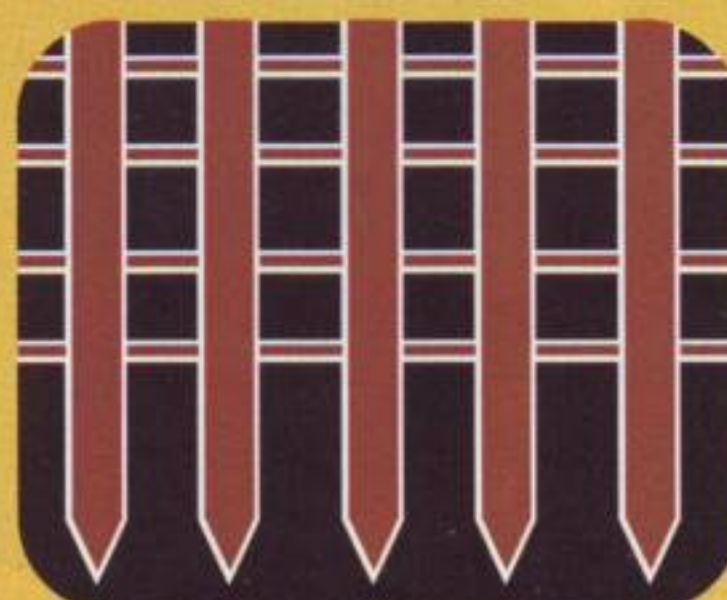
ENTRANCES TO CATACOMBS

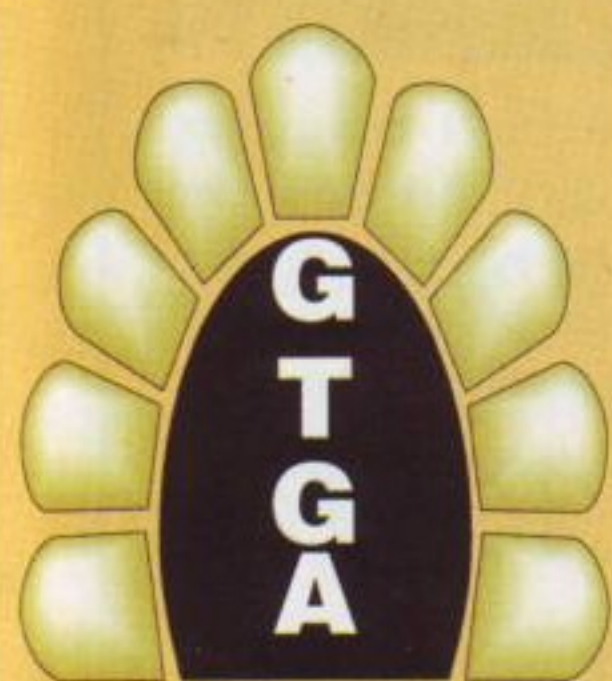
1. Well:- crawl into well.
 2. Hot baths:- enter hot baths, empty entrance at bottom of pool.
 3. Wizard's hut:- under rug.
 4. Under large rock:- push rock after drinking strength potion.
 5. Chapel:- behind pulpit.
- These lead to catacomb caverns where pentacles are located. Final entrance from NW tower.



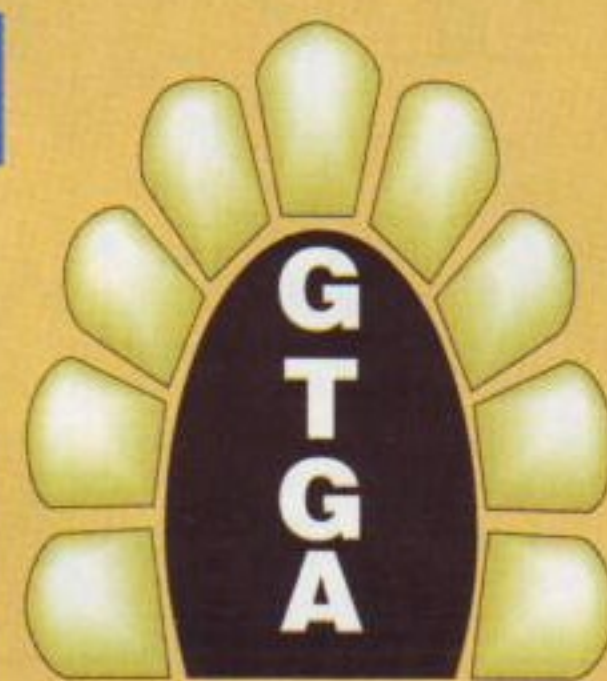
POSIONS

1. Strength potion:- Inn, on table. Required to open pottery and move large rock.
2. Rock travel:- in pottery, throw rock at door, and normally you will be teleported.
3. Recuperation:- under barrier in display chamber.





NOTES AND HINTS



**BE FOOTLOOSE
AND FANCY FREE
TO WEAVE THINE WAY
WITHOUT GLOSS**

- There are 27 sprites including the dragon. These must be destroyed before the Magister can be killed.

- Maximum health is 12 weights (6 on each side) = Herculean

- To get onto chapel roof, stand on the darwbringe then close it. Note:- do not do this until you have the key from the wizard's hut and have entered the catacombs from under the large rock, and then under the rug in the wizard's hut.

- Lifting weights in the gymnasium increases your health.

- Standing in hospital cures you upto normal health.

- The spirit in the courtyard will only appear when a rock is thrown at the flag.

- To enter the junk room, fire at the plate (on the left of the door), until it disappears, enabling the door to

be opened.

- To kill the dragon, shoot eyes, teeth and horns, until they disappear.

- To kill the Magister, shoot at his head (not eyes).

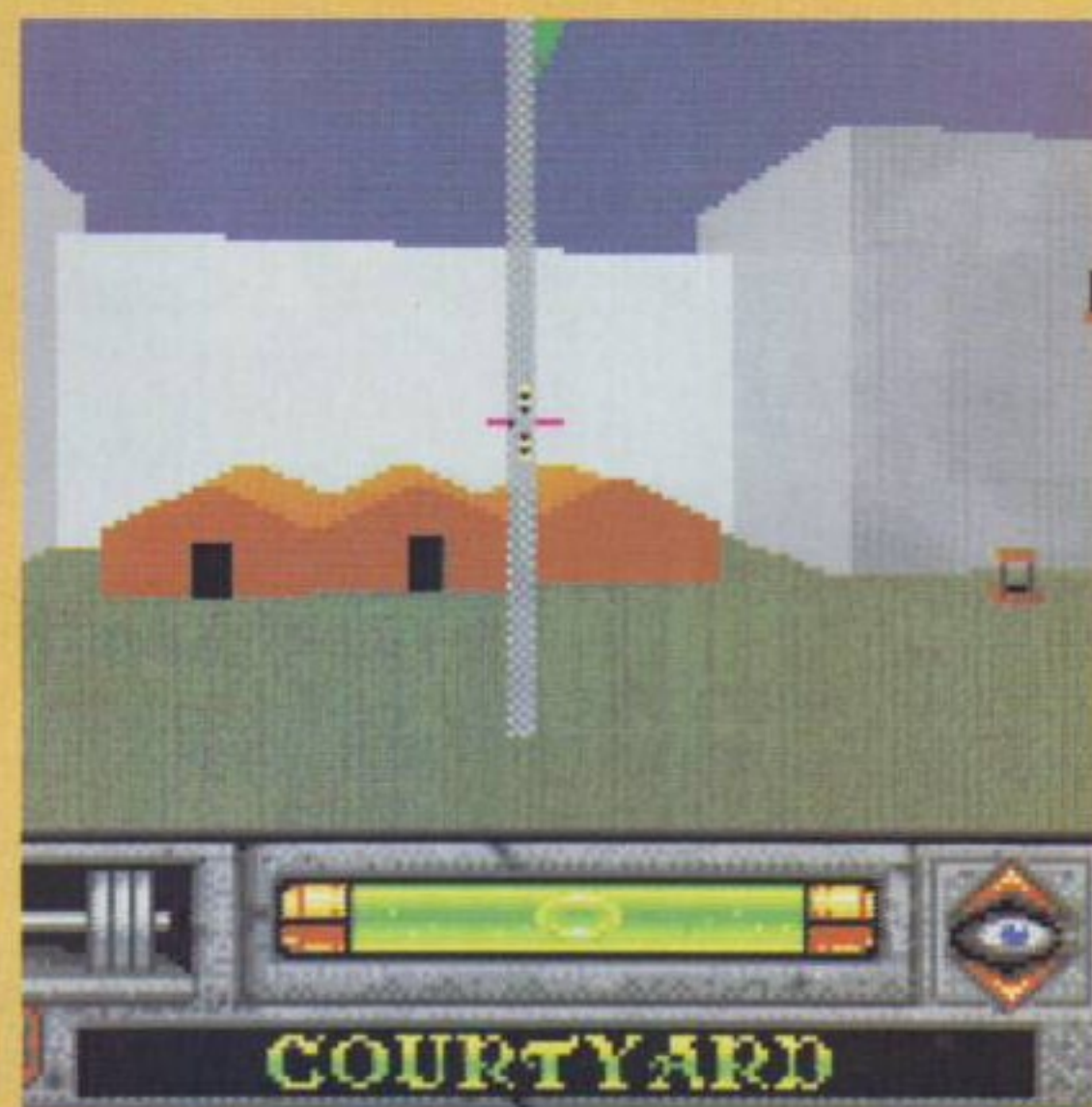
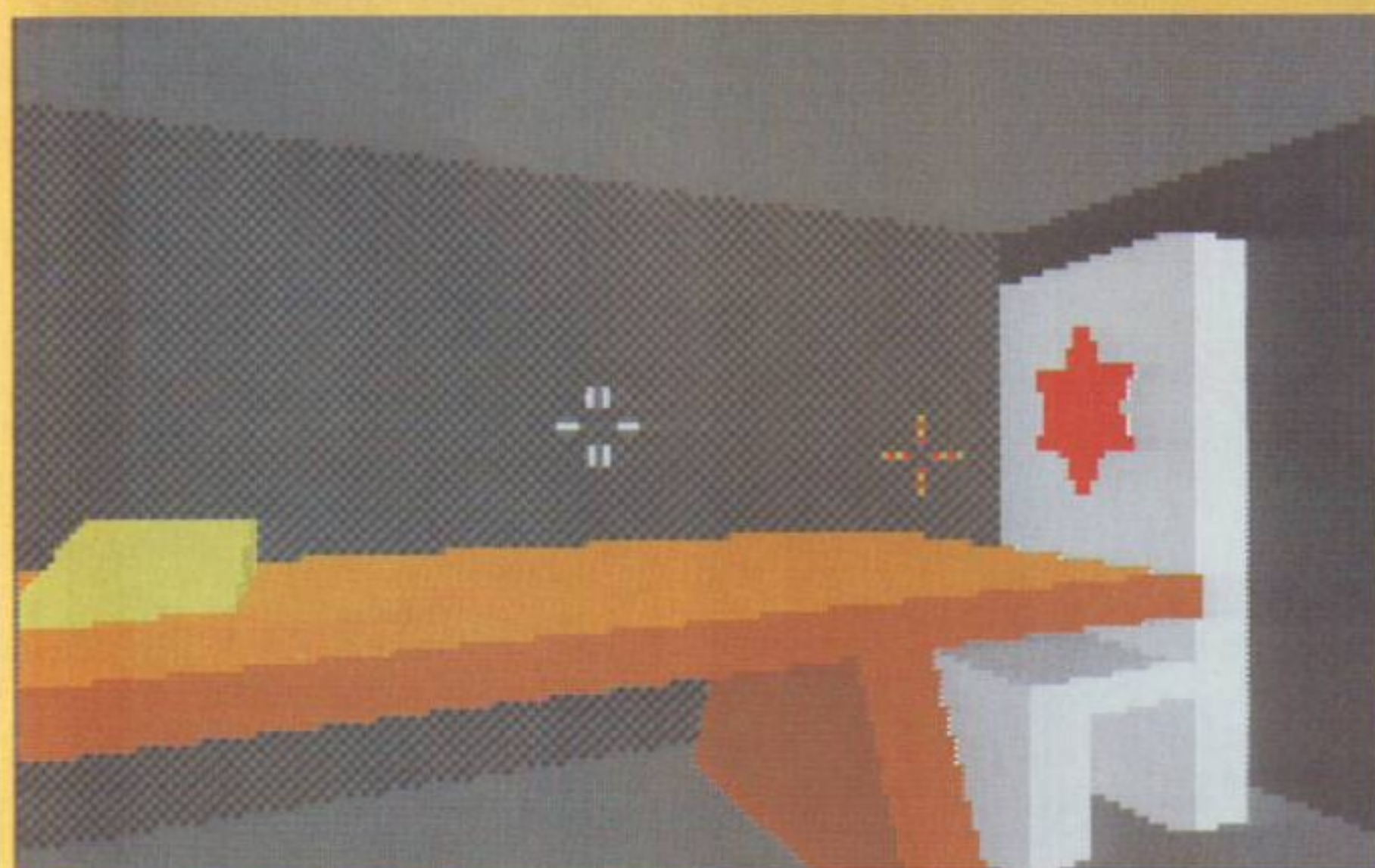
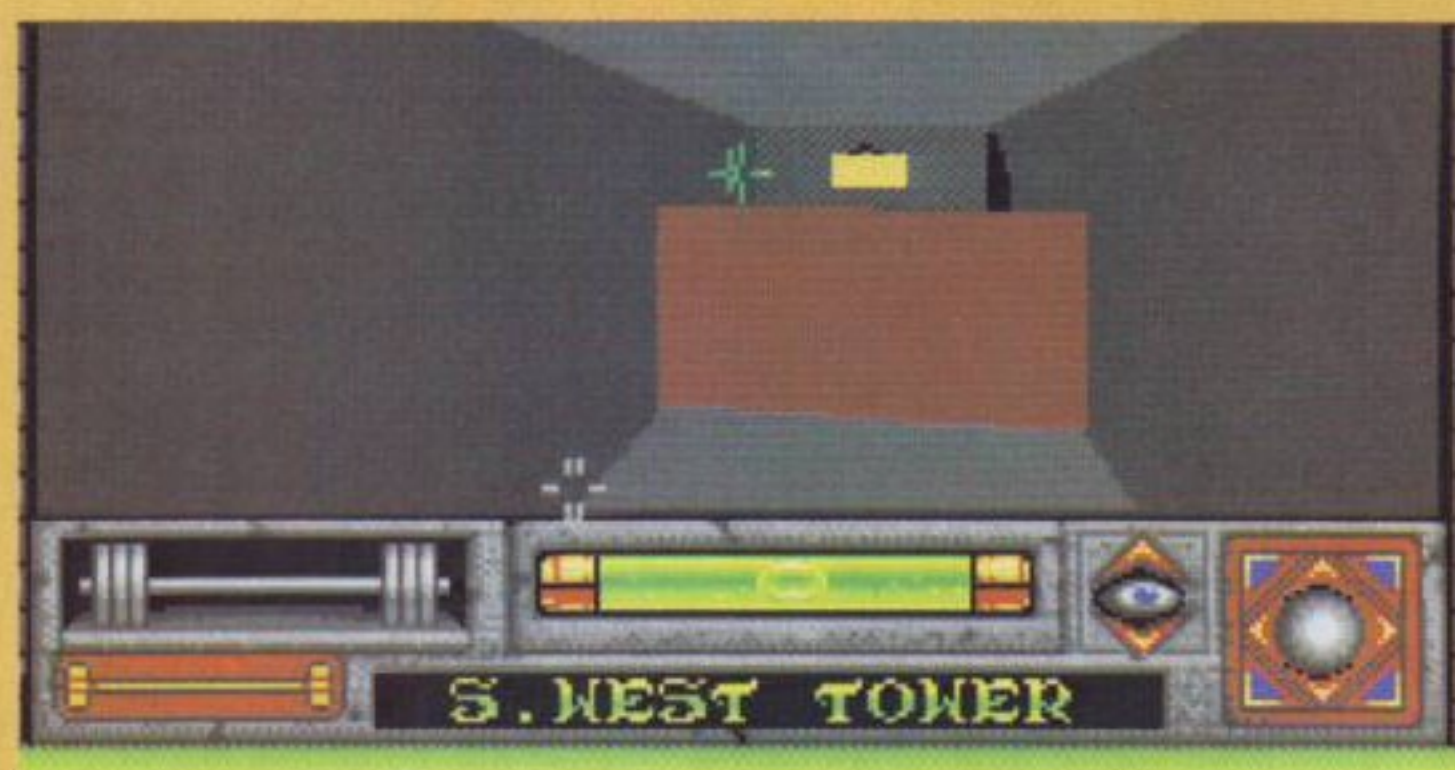
- To confront the dragon, start on level 4 in the SW tower. Enter onto the ballroom balcony, there is a break next to the last door, drop down, and commence along the south passage.

- To find the Magister, go to the SE tower and press the button in the king's solar on level 4. Then reach accross the second barrier in the corridor, and activate the crank.



Go round to the south passage (the long way) and you will be able to enter the Magister's room.
- A final piece of treasure appears on the table in the wizard's hut after the key has been collected

from the chapel roof. Use rock travel to transport yourself from the window in the gymnasium to the wizard's hut, then collect treasure and transport back.



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GTGA: LAST NINJA II

Anyone familiar with the 64 version of this disappointing conversion shouldn't have any trouble completing it as there don't seem to be any differences in the solution. However, the first person to swend in the solution is Clywd's very own Phil Thompson, so here it is in all its glory.



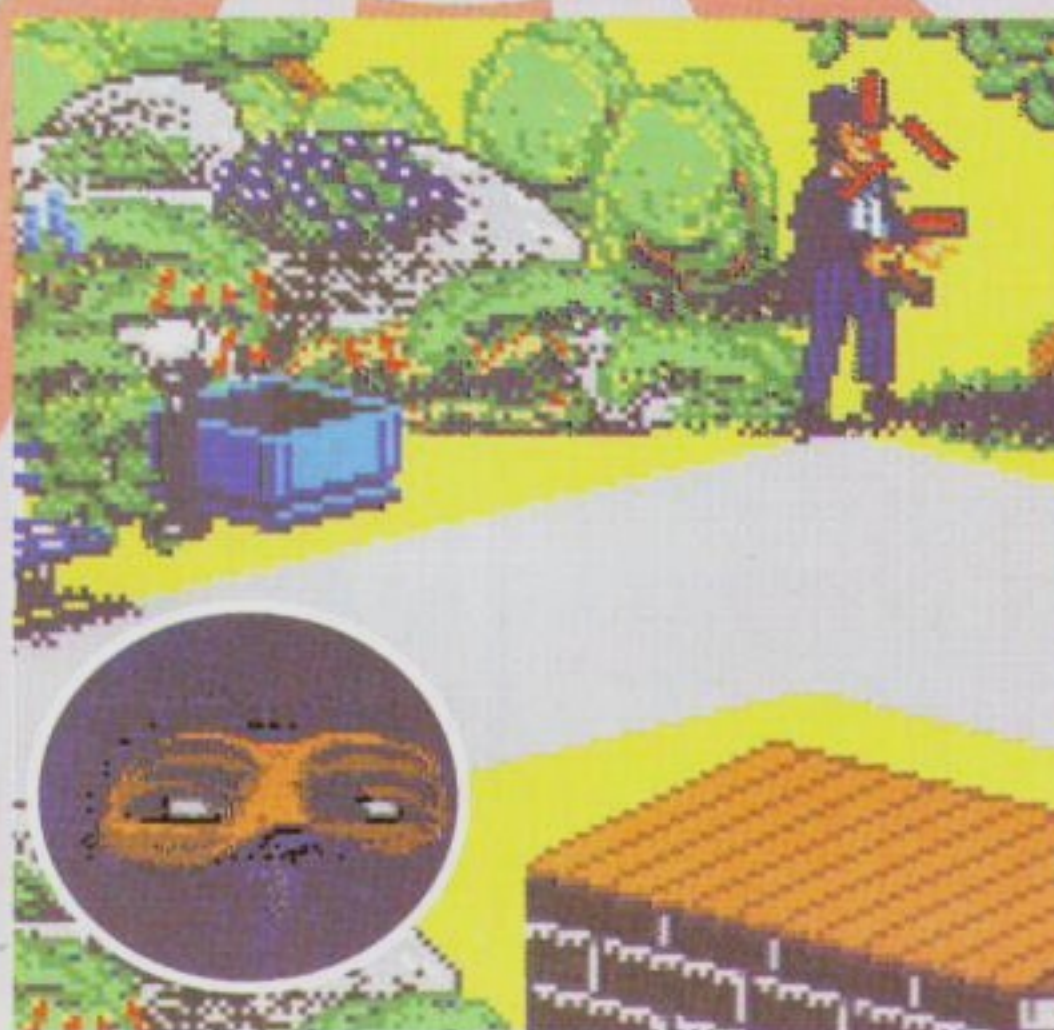
THE PARK

From the opening screen, go through the curtain and avoid the bloke in the next room so that you can punch the box on the right-hand wall. Go back outside, and a trap door will have opened, drop through it and take the key that is in the bottom left-hand part of the screen. Exit this room, and head for the screens that have got public loos in them. Within each of the ladies' loos, you will find the two pieces necessary to making the nunckaaka. Once you have collected both parts, you will have your first weapon. Make your way to the food stand and take the burger you find there for an extra life. Continuing, take the map which is located near the gate, and then collect the shurikens which are hidden in a bin in the screen just before you meet the deadly juggler. Once you've got them, somersault past the juggler and collect the map that you find on the next screen. Climb up the gate and somersault into the next screen to find the staff. Climb down, and head for the gate which is opened using the key. Somersault on to the boat as it floats past, and then jump straight off on to the other side. Head for the small island where the boat will have got stuck and prod it with the staff. Return to the bee screen and then to the other screen. Jump on the boat and on to the other side.



THE SEWERS

Walk through the first three rooms, then go right and collect the key. Go back into the last room and jump over the gap. Walk forward until falls and then follow it. Use the key you found and on the grate and drop down into the hole. When you come up to the three doors, go through the one that is furthest away. Jump over the scurrying rats and keep going until you come up against more doors. This time, go through the nearest one. Hold the drunk's bottle and walk into the torch until the bottle glows red. When the Alligator attacks, throw the bottle at it and exit through the door it was guarding.



THE STREETS

Enter the workmans' hut and pick up the manhole key. On the screen with the flashing door, take the sword that is located on the wall after kicking the door down. Find the drunk and nick his bottle, then take the hotdog for the stand for another life, and use the key on the manhole and drop down the opened hole.

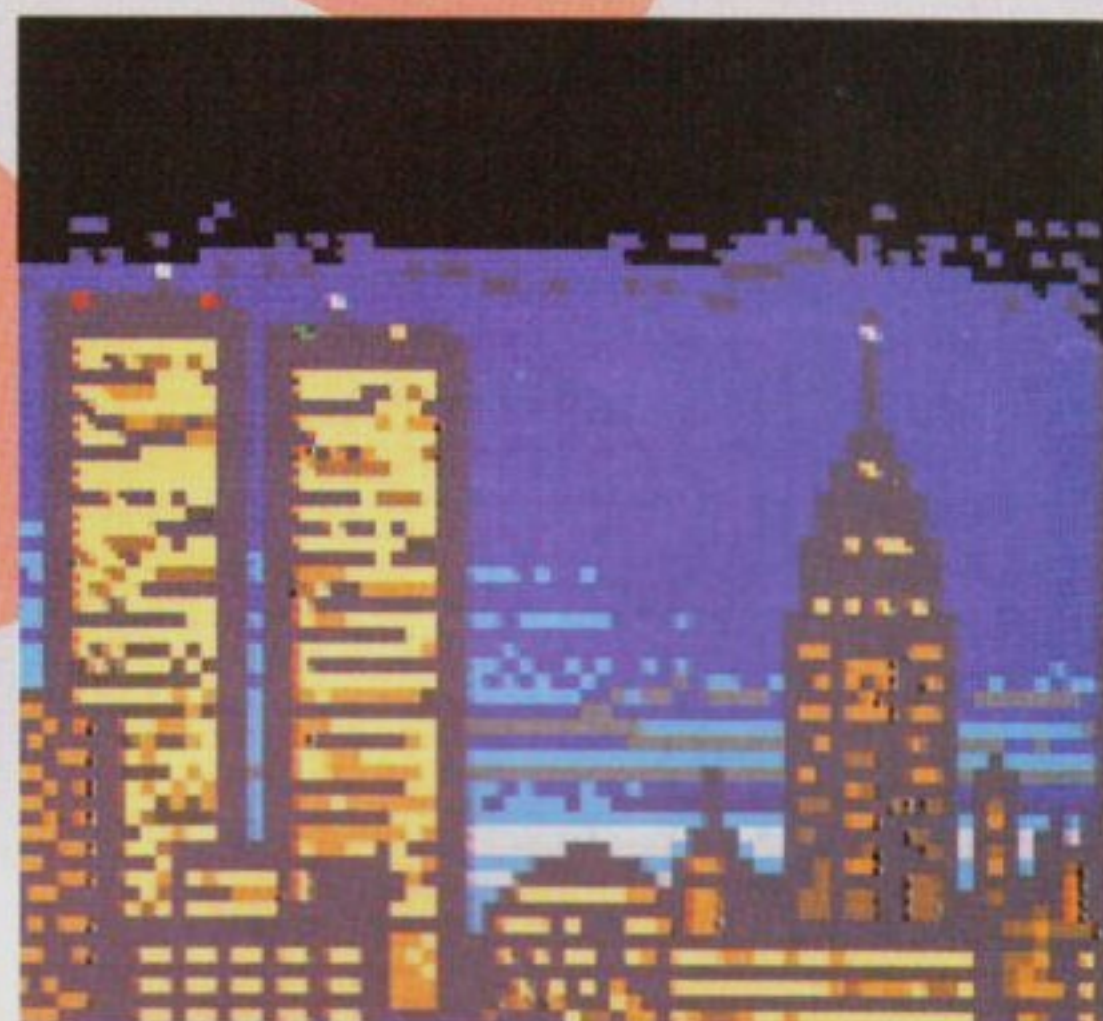
THE OFFICE

Go through the blue door and touch the computer. Make a note of the number it gives you and then go out, following the path until you come across two doors. Go to the top one and use the pick up control to operate the button. Climb the ladder to the next screen and go into the room with the fan. Pick up the grate and exit on to the ledge. Now carefully make your way along the ledge and climb up the ladder. As the helicopter pulls away, somersault onto landing skids.



THE HOUSE

Pull down on the joystick when going past the turret. Go from the turret on the left and walk to the window along the grey strip. Somersault through the window and walk down the corridor to the big door. Take the rope and go down, turn off the alarm and go through the entrance behind the plant. Punch the wall switches and make your way through the maze towards the steam engine. Touch the right-hand switch to redirect the steam jet and go through the door.



THE BASEMENT

Go through the pile of boxes, climb the ladder and the go left. Pick up the credit card and go through the door at the end. Take the chicken, go back and use the ladder to go down. Go right to find some rail cars, but be sure to somersault over the dangerous lines and repeat this process with the next set of lines. Grab the hamburger and head for the stacked crates. Somersault over them (you may have to zigzag over them) and head for the room full of bottles and go down. Hold the chicken to fend off the panther, and use the credit card on the box to enter the lift.



THE FINAL BATTLE

Head for the pentacle, and go to the tapestry to reveal a safe. Using the number you got off the computer, unlock the safe. Take the orb and, as you do this, Kunitoki will appear. Kill him so that he falls inside the points of the pentacle and before he gets up, light each of the candles. He will now be powerless, allowing you to put the orb back in the safe and complete the game.

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POKES

CORNER

Greetings, welcome to pokes corner. Once again, the response has been overwhelming. Maybe some of you out there could write in with suggestions on games that YOU would like to have Mark hack. Let's have a delve deep into this months bag of goodies and see what we can come up with. This month, Crackdown, Dan Dare III, Escape From The Planet Of The Robot Monsters, and Castle Master all fall foul of Mark's disassembler, allowing us to present this months batch of type ins...



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

```
10 REM Pokes for Escape from the Planet of the
    Robot Monsters
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 117
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,004A,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,2B7C,0007,DF46,0118,41ED,0376
200 DATA 45FA,0020,701F,30DA,51C8,FFFC,4EED,000C
210 DATA 7472,6163,6B64,6973,6B2E,6465,7669,6365
220 DATA 0000,4DF8,0400,41FA,000E,21C8,11AE,31FC
230 DATA 4EF9,11AC,4ED6,4E42
240 REM Include line below for infinite lives
250 DATA 33FC,4A69,0004,36BE,33FC,4A69,0004,31F2
260 REM Include line below for infinite bombs
270 DATA 33FC,4A6B,0003,A592,33FC,4A6B,0003,B21A
280 DATA 4EF8,11B2,0000,0000,0000,0000,0000,0000
290 DATA 0000,0000
300 REM Type this routine into Basic and save for
    future use
310 REM Place game disk in drive 0 and run this
    program.
320 REM Game should load as per usual with pokes
    in place
360 REM by entering DDIII.Follow on screen
    instructions.
```

CRACKDOWN

```
10 REM Pokes for Amiga Crackdown.
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 114
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0050,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,3B7C,03FF,0044,2B7C,6000,0290
200 DATA 00B0,41ED,0342,45FA,0020,701F,30DA,51C8
210 DATA FFFC,4EED,000C,7472,6163,6B64,6973,6B2E
220 DATA 6465,7669,6365,0000,41FA,001E,45F8,7F00
230 DATA 3018,6710,6A08,35BC,4A6D,0000,60F2,4272
240 DATA 0000,60EC,4EF8,0500
250 REM *** Enter the line below if you want
    infinite lives ***
260 DATA BC80,BC9E,D52A
270 REM *** Enter the line below if you want
    infinite ammo ***
280 DATA 050C
290 REM *** Enter the line below if you want
    infinite grenades ***
300 DATA BBB4,BBD2,C512
320 DATA 0000,0000,0000,0000,0000,0000,0000,0000
330 REM Enter this program into Basic and insert
    your Crackdown
340 REM game disk in drive 0.Run this program and
    the game should
350 REM load with your pokes in place.
```



DAN DARE III

```
10 REM pokes for Dan Dare III
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 155
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL
    C(SADD("DF0:DDIII"+CHRS(0)))
90 REM *****
110 DATA 48E7,FFFE,6100,00D2,222F,0040,243C,0000
120 DATA 03EE,4EAE,FFE2,4A80,6718,2F00,263C,0000
130 DATA 00FC,41FA,0018,7ED0,6100,00CA,221F,4EAE
140 DATA FFD0,6100,009A,4CDF,7FFF,4E75,0000,03F3
150 DATA 0000,0000,0000,0001,0000,0000,0000,0000
160 DATA 0000,0036,0000,03E9,0000,0036,48E7,8080
170 DATA 2C78,0004,223C,0002,0004,4EAE,FF28,4A80
180 DATA 6708,4EAE,FF3A,4A80,66E6,223C,0002,0002
190 DATA 4EAE,FF28,B0BC,0006,5000,6500,FFFE,6148
200 DATA 7ED0,6156,7ED6,6152,487A,0095,221F,4EAE
210 DATA FF6A,E588,2A40,588D,41FA,0052,3018,6708
220 DATA 3B40,2784,426D,3B3E,3018,6704,3B40,5D9C
230 DATA 3010,6704,3B40,3254,4CDF,0101,4ED5,224E
240 DATA 2C78,0004,4EEE,FE62,2C78,0004,43FA,0045
250 DATA 7000,4EAE,FDD8,2C40,4E75,4EB6,70F4,41FA
260 DATA 0012,7621,2200,2408,4EF6,7000
271 REM change 4A79 to 0 if you don't want
    infinite lives
272 DATA 4A79
273 REM change 4E71 to 0 if you don't want
    infinite ammo
274 DATA 4E71
275 REM change 4E71 to 0 if you don't want
    infinite jets
276 DATA 4E71
300 DATA 0C49,6E73,6572,7420,6761,6D65,2064
310 DATA 6973,6B20,616E,6420,6869,7420,5245,5455
320 DATA 524E,0064,6F73,2E6C,6962,7261,7279,0064
330 DATA 616E,0000,0000,03F2
340 REM Type in this listing and run it to
    produce
350 REM a file DDIII then run this from the CLI
360 REM by entering DDIII.Follow on screen
    instructions.
```



CASTLE MASTER

```
10 REM Infinite Strength for Castle Master
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 137
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>1709392 THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C(SADD("CM"+CHRS(0)))
90 REM *****
110 DATA 48E7,FFFE,6100,00B6,222F,0040,243C,0000
120 DATA 03EE,4EAE,FFE2,4A80,6718,2F00,263C,0000
130 DATA 00D8,41FA,0018,7ED0,6100,00AE,221F,4EAE
140 DATA FFD0,617E,4CDF,7FFF,4E75,0000,0000,03F3
150 DATA 0000,0000,0000,0001,0000,0000,0000,0000
160 DATA 0000,002D,0000,03E9,0000,002D,48E7,8080
170 DATA 615A,7ED0,6168,7ED6,6164,487A,00A1,221F
180 DATA 4EAE,FF6A,E588,2A40,588D,6136,4CDF,0101
190 DATA 3B7C,4E75,01B2,4E95,3D7C,4EF9,0B82,41FA
200 DATA 0008,2D48,0B84,4ED6,204E,D1FC,0000,D770
210 DATA 30BC,4A79,317C,4A79,0FF6,317C,5E41,32AE
220 DATA 4ED6,224E,2C78,0004,4EEE,FE62,2C78,0004
230 DATA 43FA,003F,7000,4EAE,FDD8,2C40,4E75,4EB6
240 DATA 70F4,41FA,000C,7621,2200,2408,4EF6,7000
250 DATA 0C49,6E73,6572,7420,6761,6D65,2064,6973
260 DATA 6B20,616E,6420,6869,7420,5245,5455,524E
270 DATA 0064,6F73,2E6C,6962,7261,7279,0063,6D00
280 DATA 0000,03F2
290 REM Type in this listing and run it to produce
300 REM a file CM then run this from the CLI
310 REM by entering CM.Follow on screen
    instructions
```



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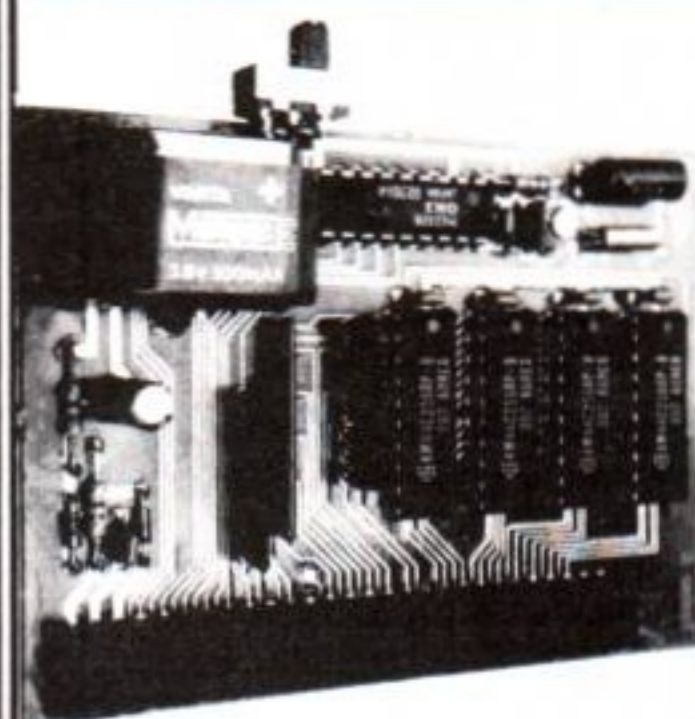
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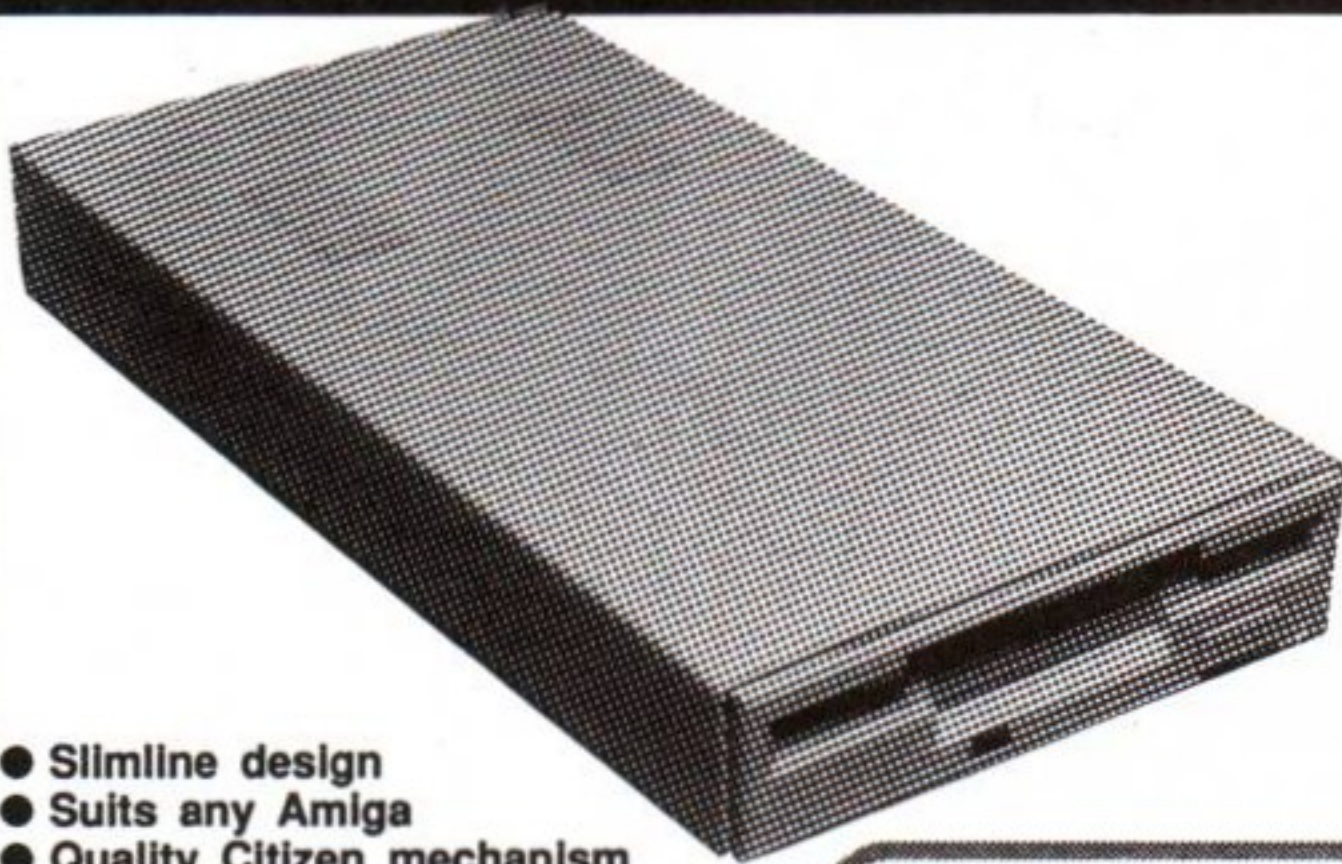
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FINAL COUNTDOWN

Final Countdown is a cross between Impossible Mission and Hacker, combining the use of a joystick with the intelligence of using DOS. You control a scantily-clad girl who runs about the apparently deserted ship, KI GENYUS. The female is the only

one that can end the nuclear threat that the vessel is taking to Earth, and this can only be done by conquering each deck - not an easy task. Each level is littered with a numerous items that can seriously injure the player. These can range from electro bars that block the passage ways and electrocute

on contact, or maybe patrol robots that either alert the main computer (therefore making the inevitable happen even quicker) or they may even shoot on sight!

As each deck is explored, you will undoubtedly uncover useful items such as mines and extra fuel for your jet-pack. The mines can be placed on the ground and after a while they will be activated. These means that anything that crosses over the top will be instantly destroyed, and that means you too! There are also computers that can be used. By using the keyboard, you operate the doors and robots providing you have certain codes, as well as gaining information on anything that takes your fancy. The status of the ships systems can be called up, allowing you to see the state of the ship. With oxygen supply running, the Final Countdown is against the clock,

STEVE

Final Countdown, while borrowing ideas from Impossible Mission and Hacker, doesn't do it very well, and the result is a slow and tedious platform romp which didn't hold my interest for long. If the platform section had been livened up the game would have been more bearable, but the controls often let me down due to slow controls, dampening any enthusiasm I had. Final Countdown had all the makings of a good game, it's just a shame that they weren't realised.

so what are you hanging around reading this for, get to it!

GRAPHICS

Although the graphics are not that colourful, they are brilliantly drawn. The animation of the girl is good, but the backdrops are far

71%

SOUND

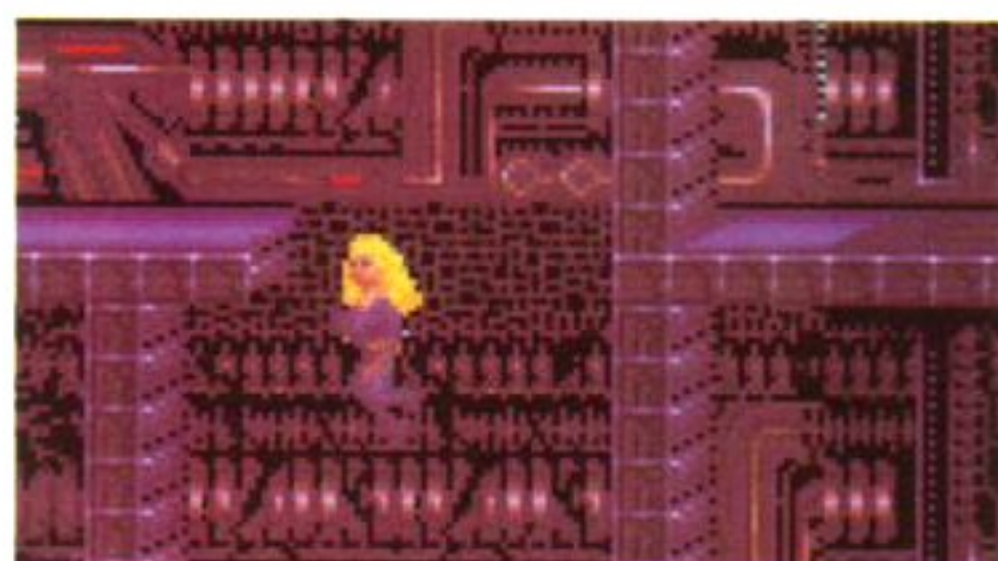
Once again, the sound is brilliant, with most of the effects being whipped straight out of the film, Alien.

78%

ALEX

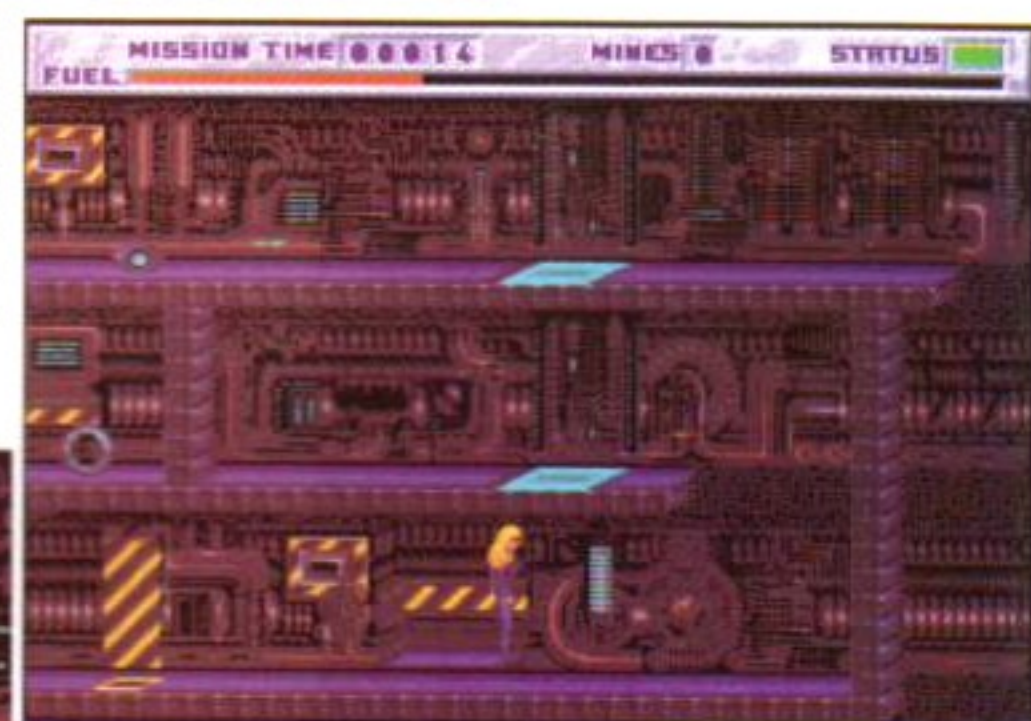
I think that the Final Countdown is a simple idea that has been brilliantly implemented and is therefore a joy to play. The sound effects suit the game down to the ground, and the graphics are equally stunning. My only gripe is the fact that it may become a little tiresome as the game is basically the same throughout all of the action. Overall, a good game that I thoroughly enjoyed.

Each deck holds yet more deadly items that will more often than not destroy the player unless great care is taken. Mines are placed all over the floor making walking a rather dangerous option.



Left) Ah, this is more like it. Why walk when you can fly? You can explore the maze of pathways using your jet-pack to propel you, but watch out for the fuel gauge otherwise you'll find yourself plummeting to the ground.

(Right) If you find yourself out of mines and in front is a robot charging towards you, there is only one option left - hide in a nearby alcove.



(Left) Each area is patrolled by one or more robots that just stroll around the decks looking for action. you can either choose to avoid them (if that is possible) or destroy them. Obviously, the latter is more permanent, but you only get limited supplies of mines so be careful.

TRANSLATION RUNNING.

FOREIGN NAMES AND TECHNICAL TERMS
WILL BE REPLACED BY ARTIFICIAL
ENGLISH WORDS.
SYSTEM READY.

LIST
DEVICE STATUS:
GATE 02 ON ED

Hacking into the ships computer, you find that a number of lifts and doors are operated by this machine. Using your knowledge, you attempt to disable these blockages. Pressing the wrong key, you set off the alarm and before long your mission will be over.

OVERALL RATING

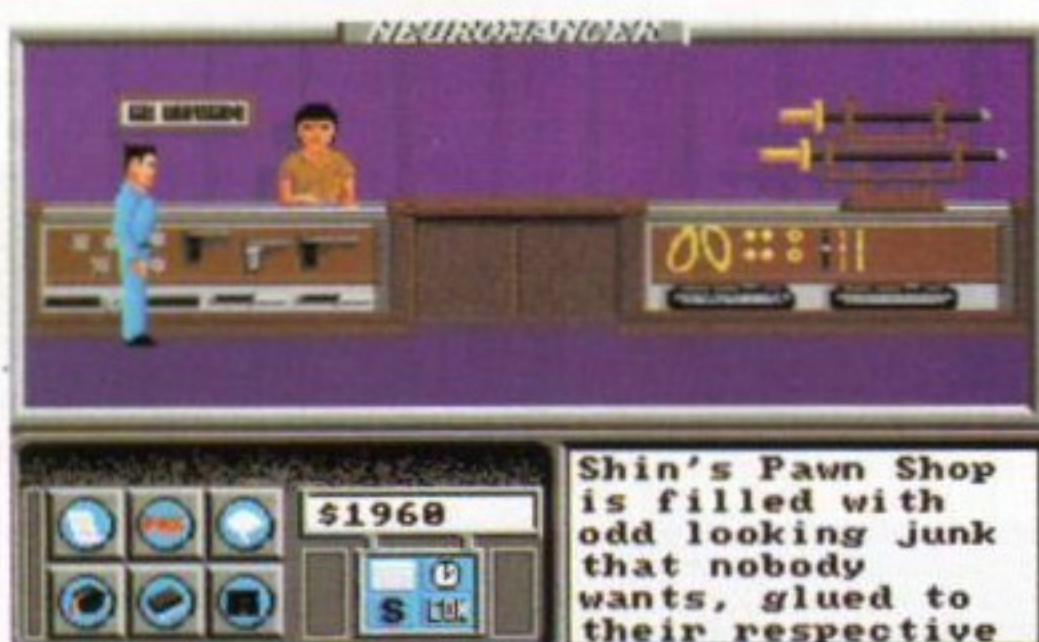
75%



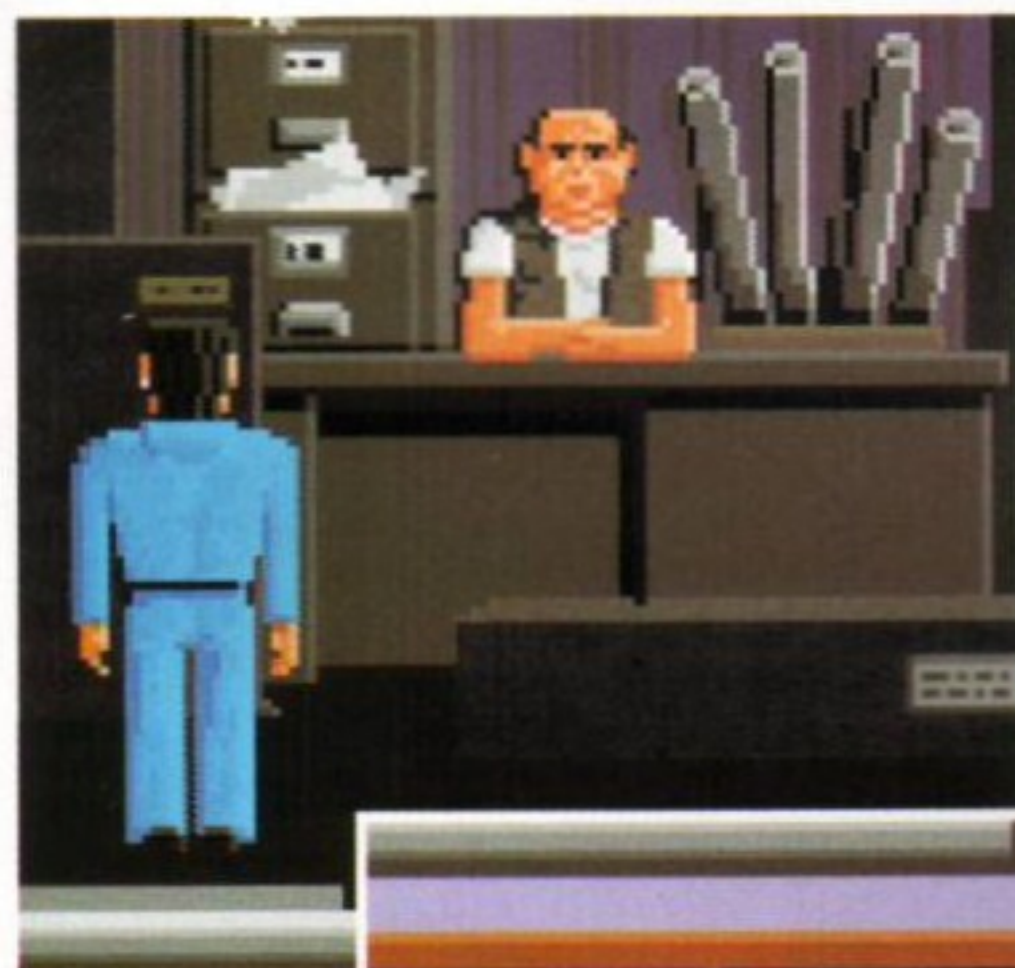
(Above & below) It seems the law is very tough these days and you can be booked or fined for virtually anything. As you stroll the dank streets, a law bot may pass. Make sure you're on your best behavior otherwise you'll be brought up on charges and another wad of your ever-depleting cash flow will disappear.



(Right) A Cyberpunk isn't complete without his deck. Thankfully, Shin has been looking after yours and as long as you can find him, you'll be able to have it back.

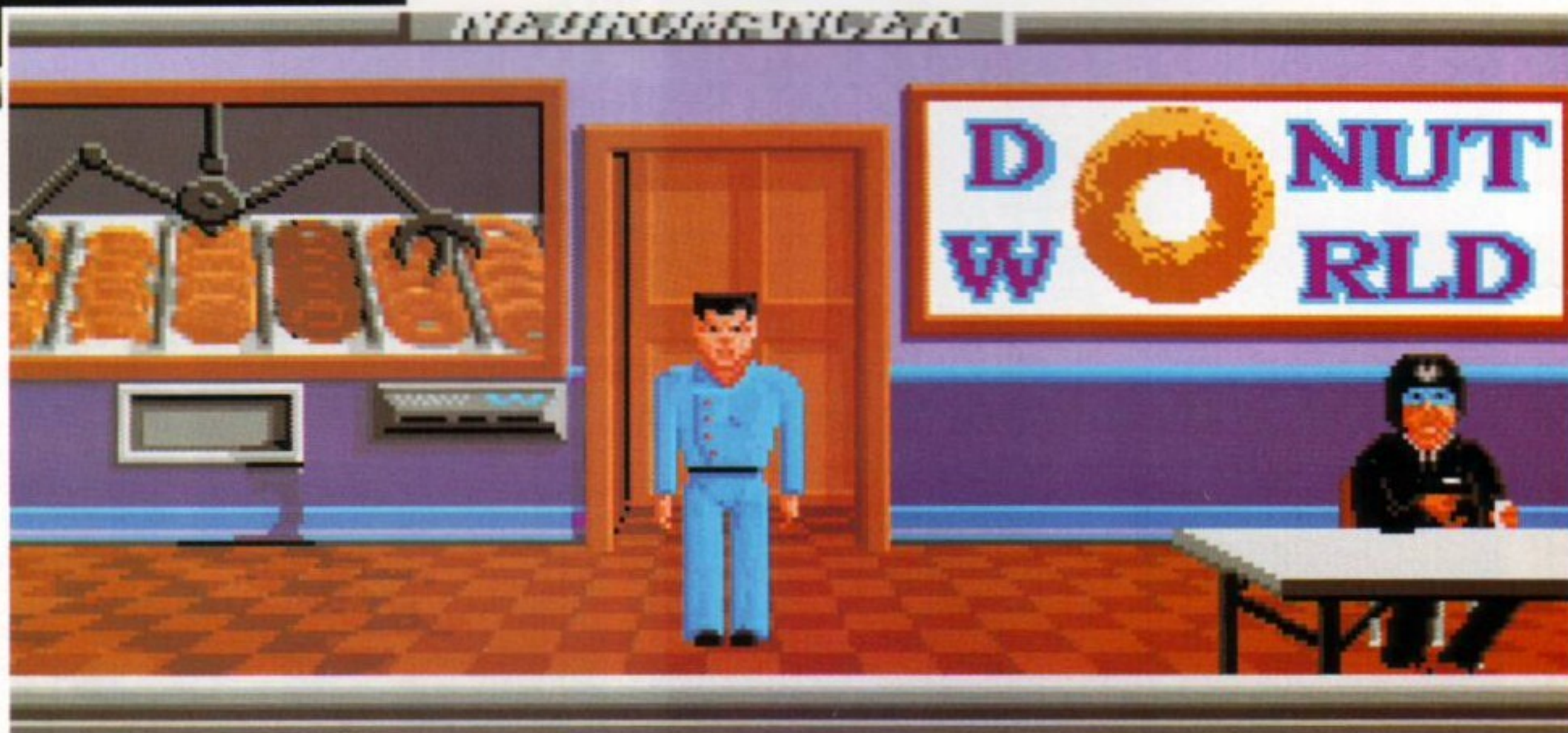


Shin's Pawn Shop is filled with odd looking junk that nobody wants, glued to their respective



(Left) Buying software for your deck is essential, as you can't run your machine if it has nothing to use. However, this costs money and the more sophisticated you want the program, the more it is going to cost you.

(Right) Although the Law Bots do most of the patrolling on the streets, there is still the occasional cop that you may well bump into. For some reason, this unfriendly chap thinks the Donut shop is for the police only, so get out!



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NEUROMANCER

The year is 2058, and quite a few things have changed. Computers have taken over the menial tasks of man, and everyday life is now computer-orientated. The world is a harsh place, stripped of all emotion by the micro-chip invasion, and everyone is out for themselves. No longer can you just amble down the street, chatting to friends; these days, if you have any friends at all, your meetings would probably take place in secret, away from prying eyes. Not that you'd really want to hang around outside - in this city, the name of the game is survival.

Neuromancer is a science-

fiction adventure, based on the book by William Gibson, who also had a hand in the writing of Robocop II. The game starts off in the 'real world', Chiba City, located near Tokyo Bay in Japan. The city is cordoned off - the boundaries being the high-tech zone at one end, with Fuji Electric dominating the sky-line, and the Chiba Spaceport, gateway to orbital colonies, at the other. It is the techno-criminal's kingdom, a dangerous place full of corruption and fear.

You are one of many 'cyberspace cowboys', who survive by hacking their way through life, and gathering valuable information via pirating. Recently, you you have heard

DOUG

Neuromancer was a big hit on the C64, and it looks to be just as hot on the Amiga. The game is very similar to the role-playing game Cyberpunk, and any of you who have played Cyberpunk will undoubtedly be itching to get your hands on it. The controls were a bit awkward, but it doesn't affect the game to much, and you can get use to them. Neuromancer is a great game and one you should consider buying.

ALEX

Neuromancer is a deep game that certainly appeals to me. Having read the book and played the role-playing game, Cyberpunk I could relate to what was happening. The atmosphere set by Neuromancer is brilliant. I thought the control system was a little dodgy, and I often found myself walking off-screen instead of up to a PAX machine. However, a joy to play.

that several cowboys have mysteriously disappeared, and suspect the answer lies somewhere in cyberspace. It's your job to find out what's going on, but it's not an easy task. Your luck seems to have run out - having pawned your hacking deck and only having a limited amount of cash in the bank. You have to discover ways of making money and finding information to help you on your way.

To begin with, you must scour the streets, looking for the answers to your dilemma. Along the way you will meet various characters who will either be helpful, or down-right unfriendly! You must also find a way of building up a cyberspace deck to enable you to lock into major computer networks and hopefully discover the fate of your friends. Keep an eye out for passwords and keywords for when you have your kit. Most of these can be

uncovered by asking the right questions, but not every clue is valid so beware, as getting on the wrong side of some people can land you in court.

There are useful items, such as the PAX (public access booths), which provides access to your bank, news reports and bulletin boards for personal messages. To help communicate, there are 'skill chips' available. These can be bought around the city and are implanted into the brain to give quick access to a particular knowledge. If you run short of money, visit the Body Shop, and sell a part of yourself, or maybe blackmail some poor soul! There are many ways to reach your goal, so experiment and never be afraid of going too far. Finally, there is little chance of getting killed in the real world, but take care out there in the depths of cyberspace, as anything can happen.

MICHELLE

Neuromancer is a very deep game, with lots of lasting appeal. As there are so many things to discover throughout, it makes it extremely varied and totally addictive. I only have two qualms: the character was not easy to manoeuvre all of the time, and the playing guide was not clear enough as to what the final objective was, or how to reach it.

SOUND

There is an intro sequence at the beginning and a small burst of rhythm on entering one particular shop, but other than that not a lot.

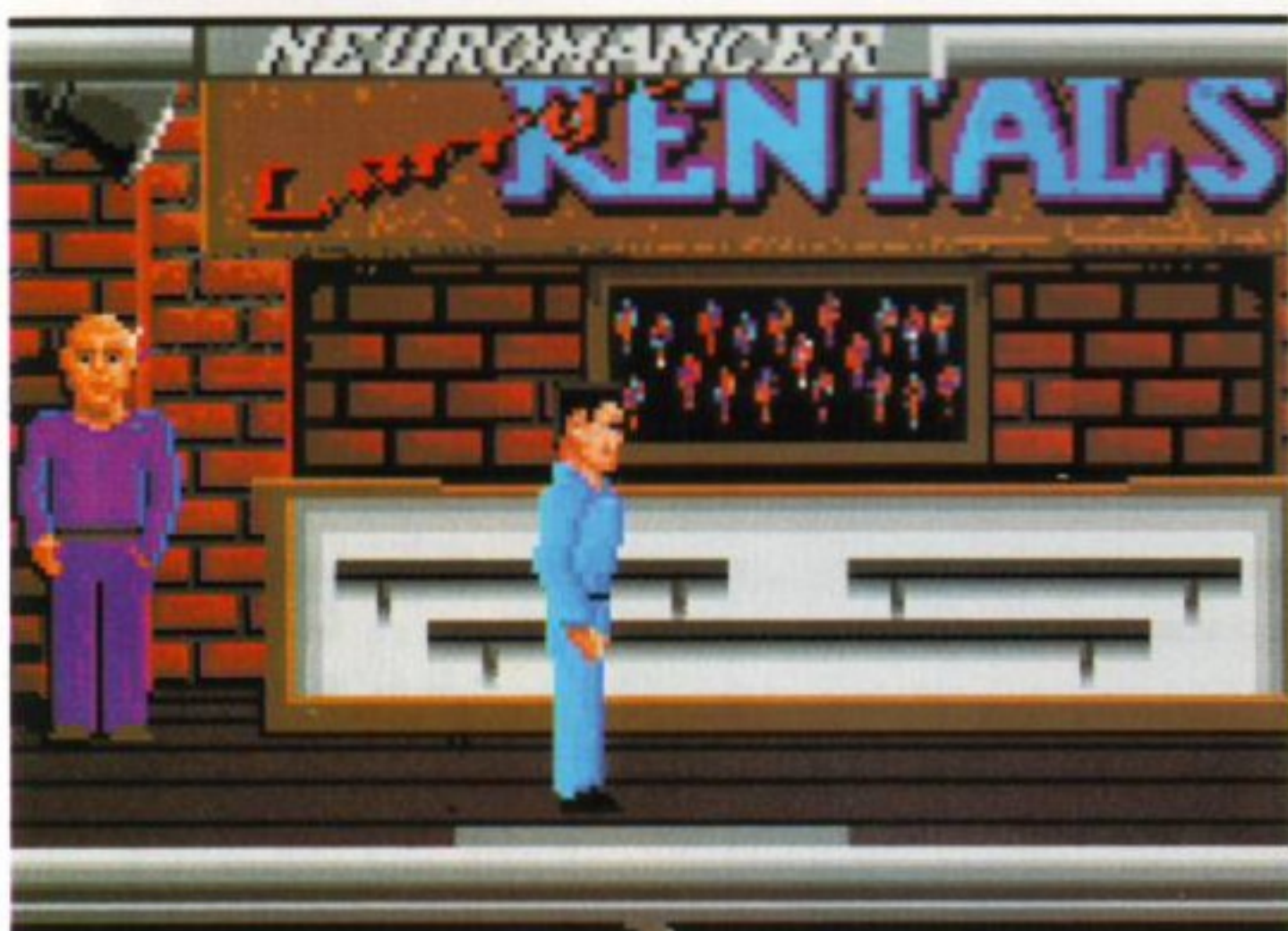
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GRAPHICS

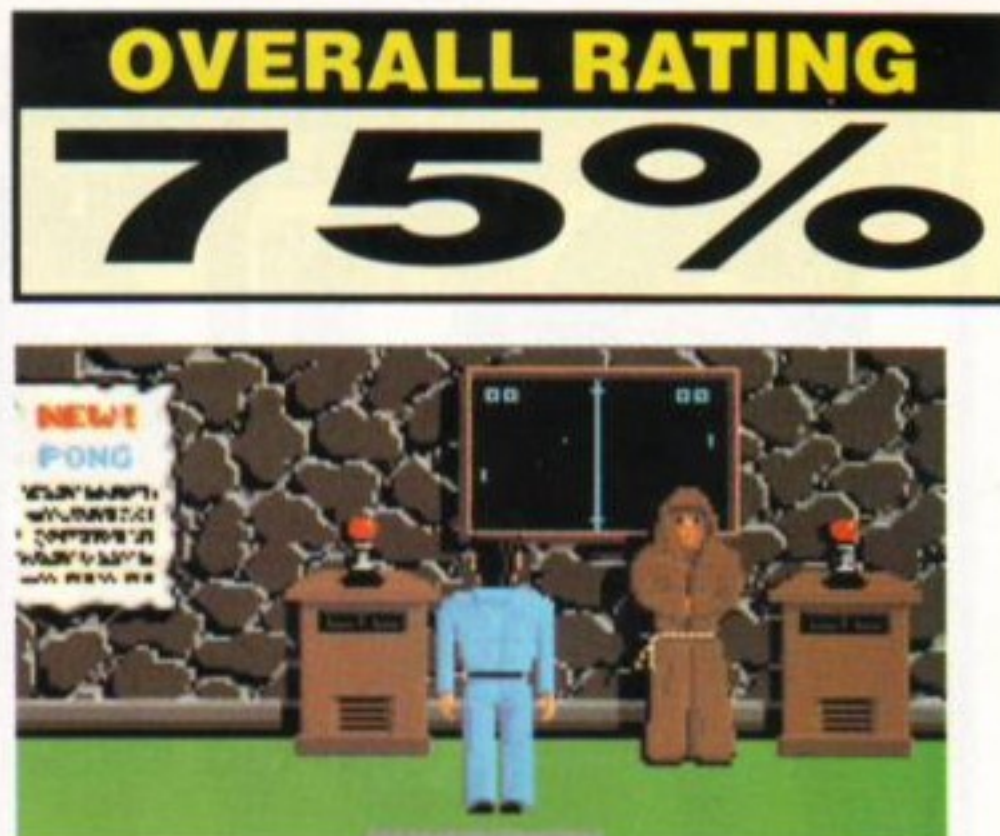
On some screens it was difficult to locate the actual positions of certain items, as the 3D effects weren't really up to scratch.

69%

J: This Larry chap seems a bit odd, what with reflective lights on the side of his head! However, he seems friendly enough, that is if you stay on the right side of him.



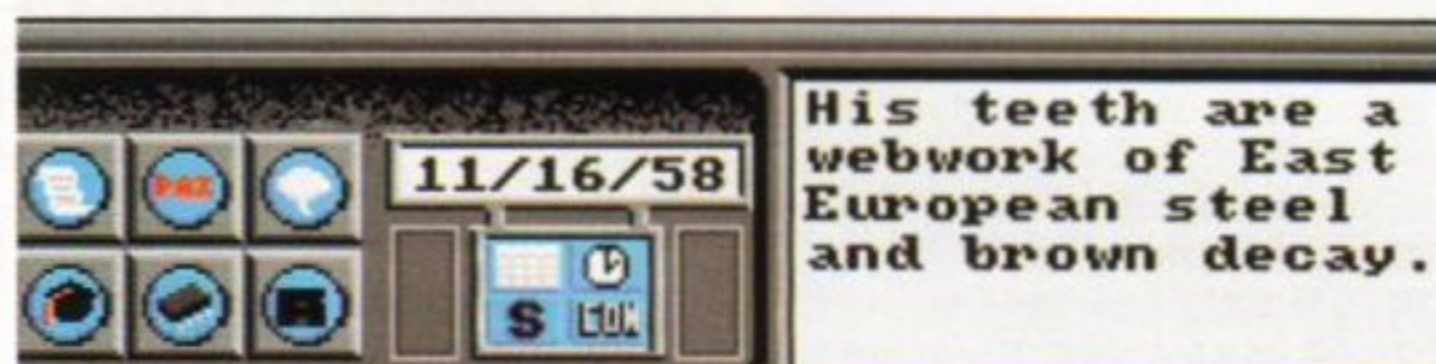
(Right) This is a strange place indeed. The House of Pong is an ancient monastery where the monks gather and worship the holy joystick!?! It seems you must study the almighty computer game of Pong for twenty years before you may start attending the rituals! So get studying.



PAX - Public Access System

- X. Exit System
- 1. First Time PAX User Info
- 2. Access Banking Interlink
- 3. Night City News
- 4. Bulletin Board

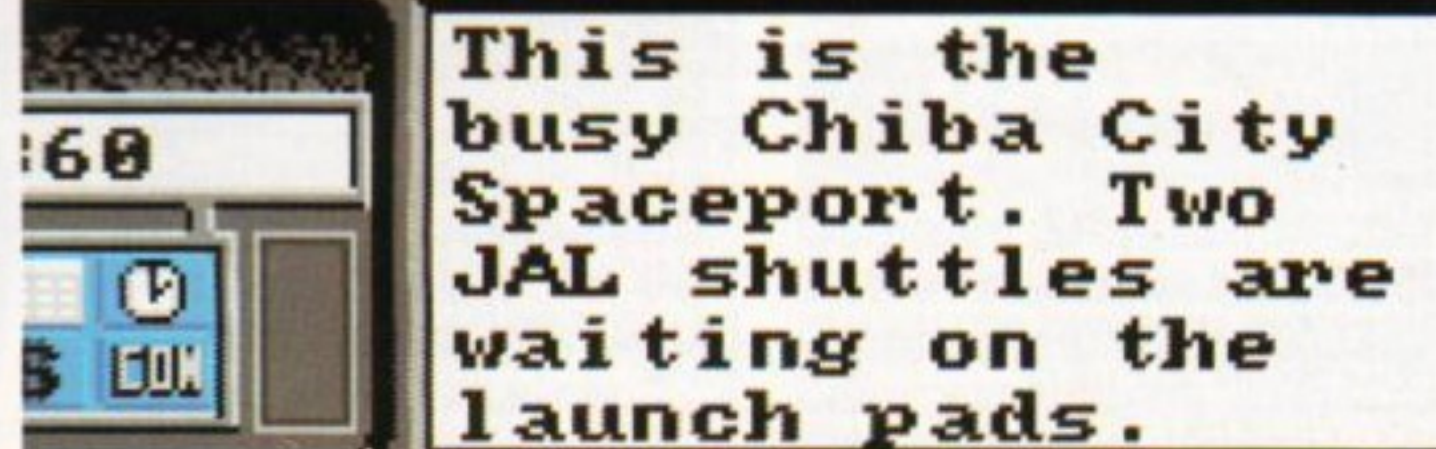
Choose a Function



To gain access to your cash and messages that have been left for you, you simply jack into a PAX system. Providing you know the correct code, all of your money can be withdrawn and information can be reviewed.



Some parts of the city are not open to the public, and this high-security gate bars the way for you. Unless you can bluff your way past, you'll have to turn back.



After a few hours on this hell hole, you'll want to escape from it all. Rush down to the space-port, buy a ticket and hopefully you can escape whilst watching the in-flight movie, Aliens III!

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Amiga Action 12

OVERALL RATING

51%

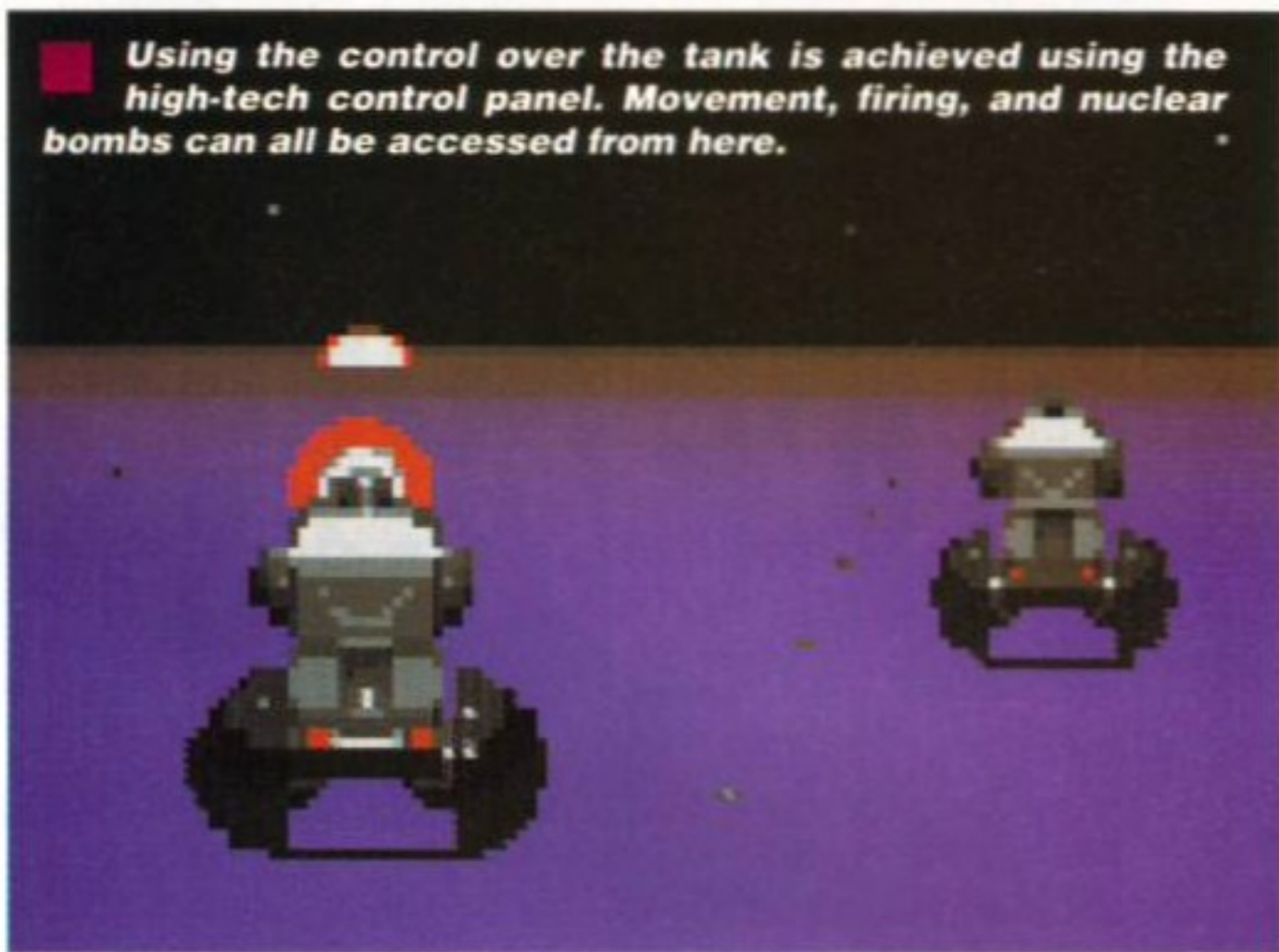


■ (Left) Have a good long look at these amazing graphics, because it's the only ones you're going to see. For some reason apart from the tanks (and the bubble) there's nothing else in the game, apart from some very poor backdrops.

■ (Right) The energy bubbles are important if you want to stay alive and complete your mission. I'm not quite sure whether they're ray-traced or not, but if they are then that effectively doubles the amount of ray-traced graphics within the game.



■ Using the control over the tank is achieved using the high-tech control panel. Movement, firing, and nuclear bombs can all be accessed from here.



■ At last, with a numerous amount of successful hits one of the enemy tanks explodes making one less prisoner to contend with. But be careful, because he wasn't the only one to take some damage.



■ (Right) The only good thing this game has to offer is its two player mode, and even that becomes monotonous, tedious and very boring after a very short time.

TITUS £19.95

DARK CENTURY

Somehow the impossible has happened. A gang of four deadly criminals has escaped from the high security Sideral prison planet. Fortunately, they haven't yet had time to get off of the planet and complete their escape, giving you a chance to put them back where they belong - in their detention cells. Your mission will be codenamed "Survival Edge" and above everything else your utmost priority is to recapture the prisoners - whatever the cost. At the moment, each of the prisoners have a sophisticated tank which they stole while they made their escape from the prison, similar to your own, but with your skill and judgement you should have the edge on them.

As of yet, perpetual motion is still undiscovered. So every now and then you will have to restock on energy to power your tank. Luckily, there's a near-constant supply of bubbles floating around the planet that, when collected, can be turned into the energy your tank requires. However, it's not only your tank that needs the energy, but the enemy's, so don't hesitate in taking it, or there might be nothing left to take.

The game screen is divided into two halves - the viewing screen at the top to allow you to see what's going on in front of you; and the control panel, which can be used to control the tank. There is also a radar located on the control panel that indicates what is in the localised area with simple coloured dots.

GRAPHICS

Ray-traced graphics are certainly something to look at, and the tanks look really good in Dark Century. However, that's all that there is to the game's credit, because there's not a lot else.

65%

The main aspect of the game is the fact that it is the first game to use the process known as ray-tracing, a very sophisticated way of producing high quality graphics in 3-D.

DOUG

Dark Century is probably one of the worst games I've played this year. The only salvation I could find within the game was the fact that there's a two-player mode that expands the lasting appeal for a few minutes. The graphics of the tanks are very good, but I can't understand why they didn't design anything else. I certainly don't recommend it as a good buy.

STEVE

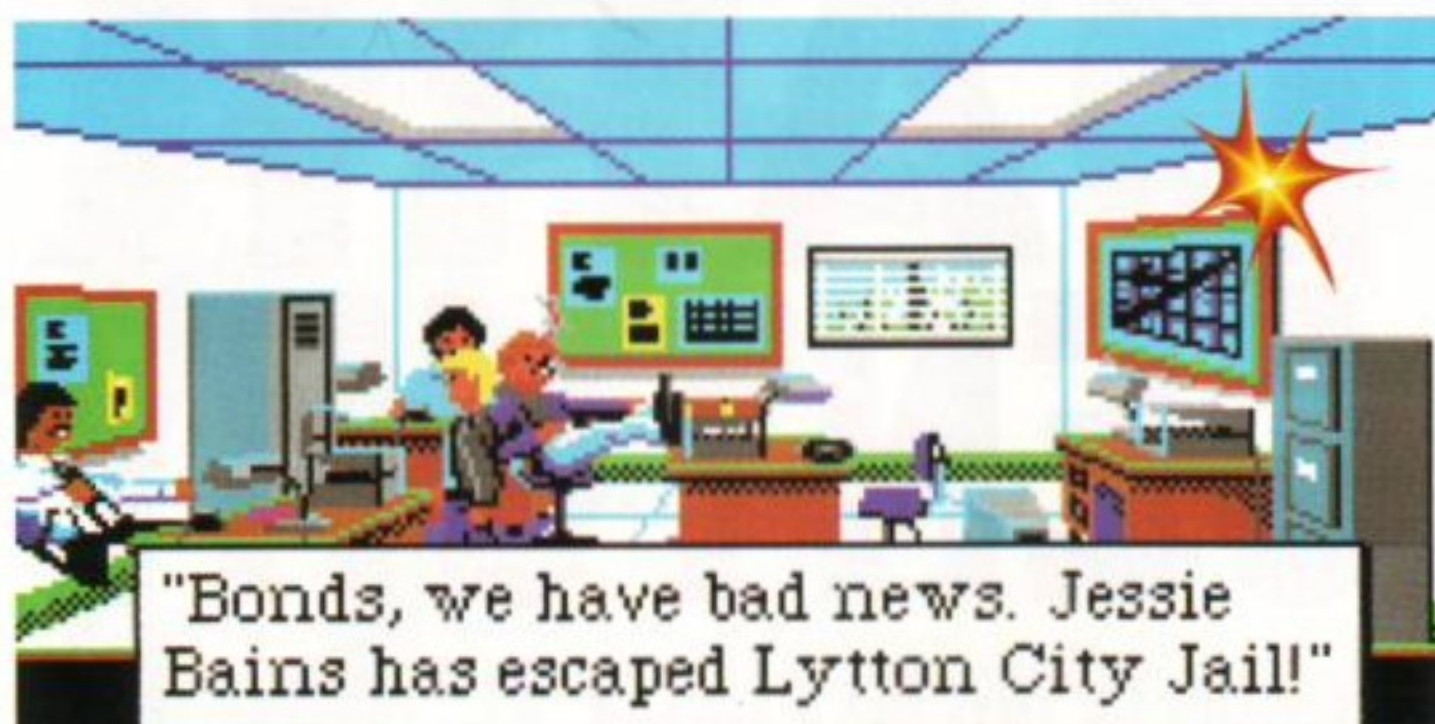
When a game's greatest boast is that it features revolutionary graphics, I start to wonder what the gameplay will be like. With Dark Century, I was right to be concerned. Initial impressions are promising with some neat use of the much-touted ray-tracing, but the gameplay is so repetitive that even these cannot redeem it. Consisting of dull blasting action there is virtually no excitement, making the game one of the biggest toadies I've seen.

SOUND

A piece of music on the title screen, and the same similar revs, zaps and explosions that are in most other games.

60%

(Below) You are greeted by the news that Bains has come up for retrial. Captain Fletcher assigns Keith to be your partner and together you must solve the mystery of the vengeance of the Death Angel.



(Right) Police Quest I had Sonny Bonds driving his car manually around Lytton. Many crashes resulted in this, and now all that is required of you is to type in your destination and the rest is down for you!



(Above) Before you start showing off your skills, it is best to first zero the sight. By spending time down at the practice booths, you can make sure each shot is spot on every time.

SIERRA £24.95

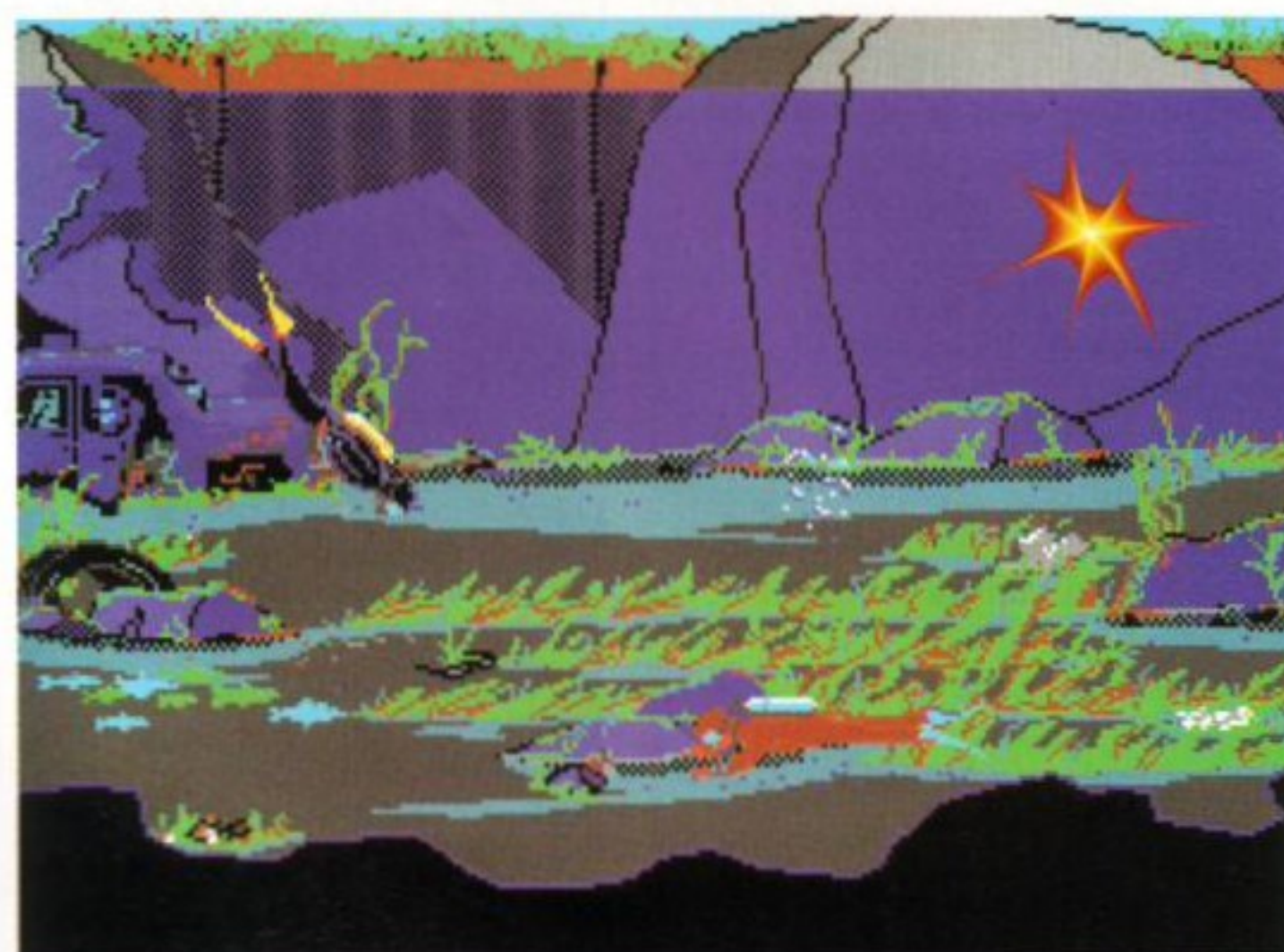
POLICE QUEST II

The Vengeance

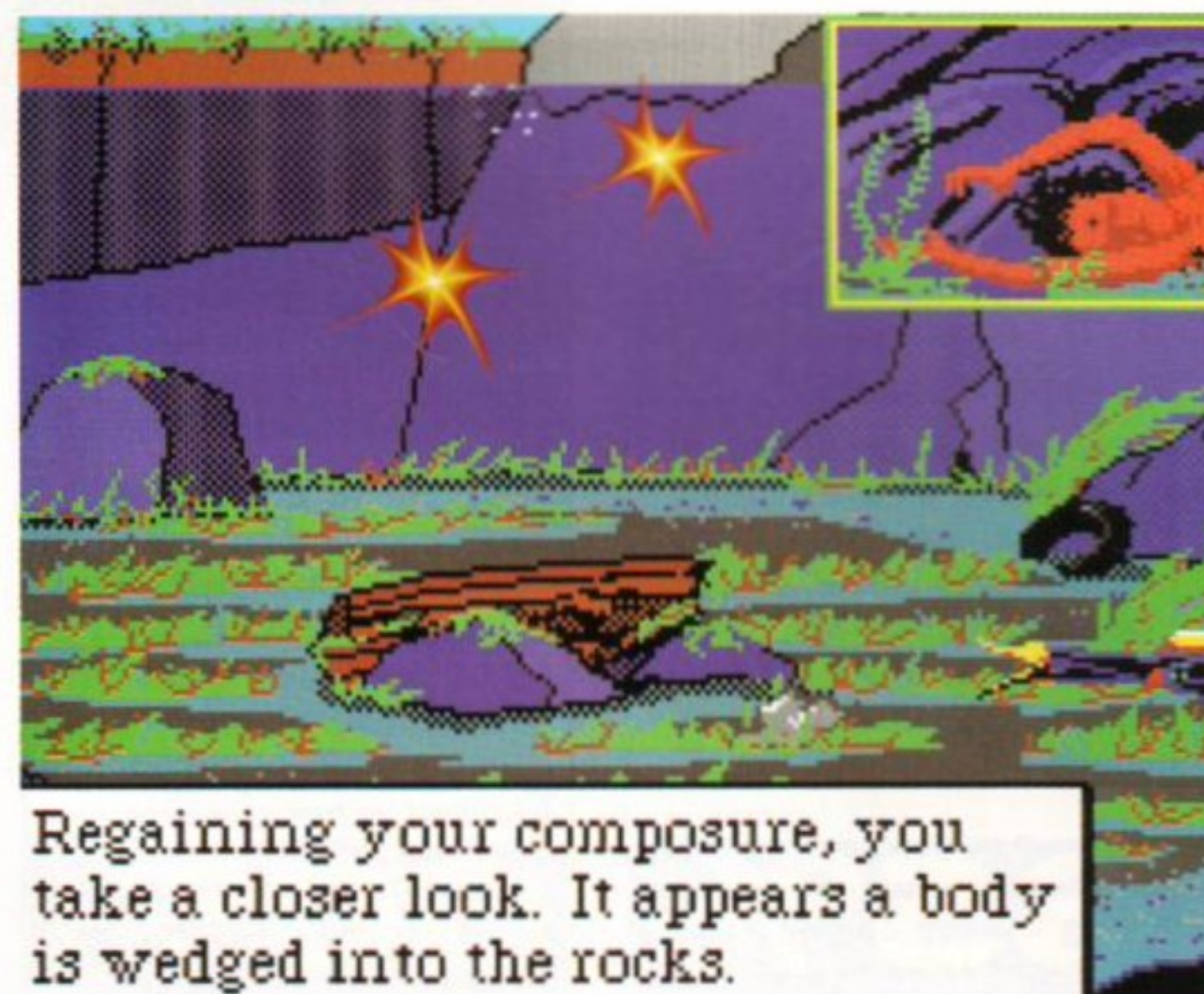
It has been just over a year since you, Sonny Bonds, arrested Jessie Bains AKA 'The Death Angel'. With the success of that case, you have been promoted to a detective in the Homicidal division. Apparently, Bains has been brought up for retrial, and it is your job to once again find the Death Angel guilty for the crimes committed. He has numerous charges to be put up against him, such as murder and drug-dealing, so you think that this should be a walk in the park. You are assigned

to your fellow partner, Keith, and told that Bains busted out of jail and taken one of the prison officers as hostage. Captain Fletcher tells you get on the case immediately so you pick up your gear from your locker and pick up the trail from the last obvious point - the jail. When you arrive, you see that the story is in fact true, and he has made his escape in a blue Corvette.

A quick search of the jail reveals nothing - you are stuck for a lead and decide to return to the



(Above & below) You find your Scuba diving certificate useful when Officer Moore is brought onto the scene of the crime in search of clues. Once you have thrown on your wet suit and the like, you can jump in and begin to explore. Before long, you have revealed a few objects that may be useful and your air supply is running low so you decide to surface. But wait a minute - isn't that a human hand hidden under those rocks?



Regaining your composure, you take a closer look. It appears a body is wedged into the rocks.

ANDY

The programmers have wisely elected to leave out the tedious car driving sequence, thus making gameplay less frustrating. All the events in the game are logical and this really helps when trying to solve the various crimes. As usual the disk swapping becomes an integral part of the game. Baronial hard drive owners will be pleased to know that they can install the game. In the meantime, the rest of us will have to suffer - still, it's worth it.

ALEX

Sierra must be one of the best software houses around at the moment if their games are anything to go by. Their quests are guaranteed to keep you amused for hours. Police Quest II is no exception to this rule. Everything about it is highly polished and of the highest standards. It is a definite improvement over the first, and follows nicely on, and being equally easy for newcomers to start playing. Overall, a must for adventurers everywhere.

Although shaking from surprise, confusion, and fear, you somehow manage to return fire!



■ **Jessie Bains, or the Death Angel, was imprisoned by you just over a year ago. Now he has escaped and is wreaking havoc in the once-quiet town of Lytton. Whilst investigating the pleas of a young jogger, Bains jumps out from behind the bushes and opens fire. Using the skills you learnt at the firing range, you return his gesture. Unfortunately, your aim was off and Bains lives to screech of in the stolen station wagon narrowly missing you and Keith as he goes.**

AMIGA ACTION
OVERALL RATING
84%



■ **(Above) The humour in Police Quest II is not as fast-flowing as it is in other Sierra quest. However, it takes a while to recognize that shady character clad in a white leisure suit, who is at the airport.**

SOUND

Good use of the Amiga's sound chip, with some decent atmosphere sound effects and music. Being compatible with the MT32, the sound can be stunning.

80%

GRAPHICS

Police Quest II uses the improved graphics to great effects, and each screen is beautifully drawn. The attention to detail is second to none, and the animation effects all add to make a brilliant game.

82%

HQ. However, you are redirected when over the radio come the position of the stolen car. It has been spotted at the mall so off you race. It's true, the car is there, but a nearby citizen explains that her car has been stolen by someone matching the same description as Bains himself.

After the success of the first, Police Quest 2 has been changed in a number of ways. For instance, the graphics have been improved to that equal of other Sierra classics such as Larry III and Kings Quest IV. There is more of a sense of humour too, especially when you fall across Larry Laffer at the airport! Not only has the game improved, Sonny has dropped the attire of an on-the-beat cop in favour of a plain clothes detective. Once again the adventure takes place in Lytton. Being based around an American town, there some minor differences that us British players might not realise. Did you know that directory inquiries is available on 411 instead of 192? Also, finding the correct words might prove a little difficult such as using the work trunk for a car boot. Apart from that, the game is played as with any other Sierra quest - input is through the

keyboard and any other action can be executed via the mouse.

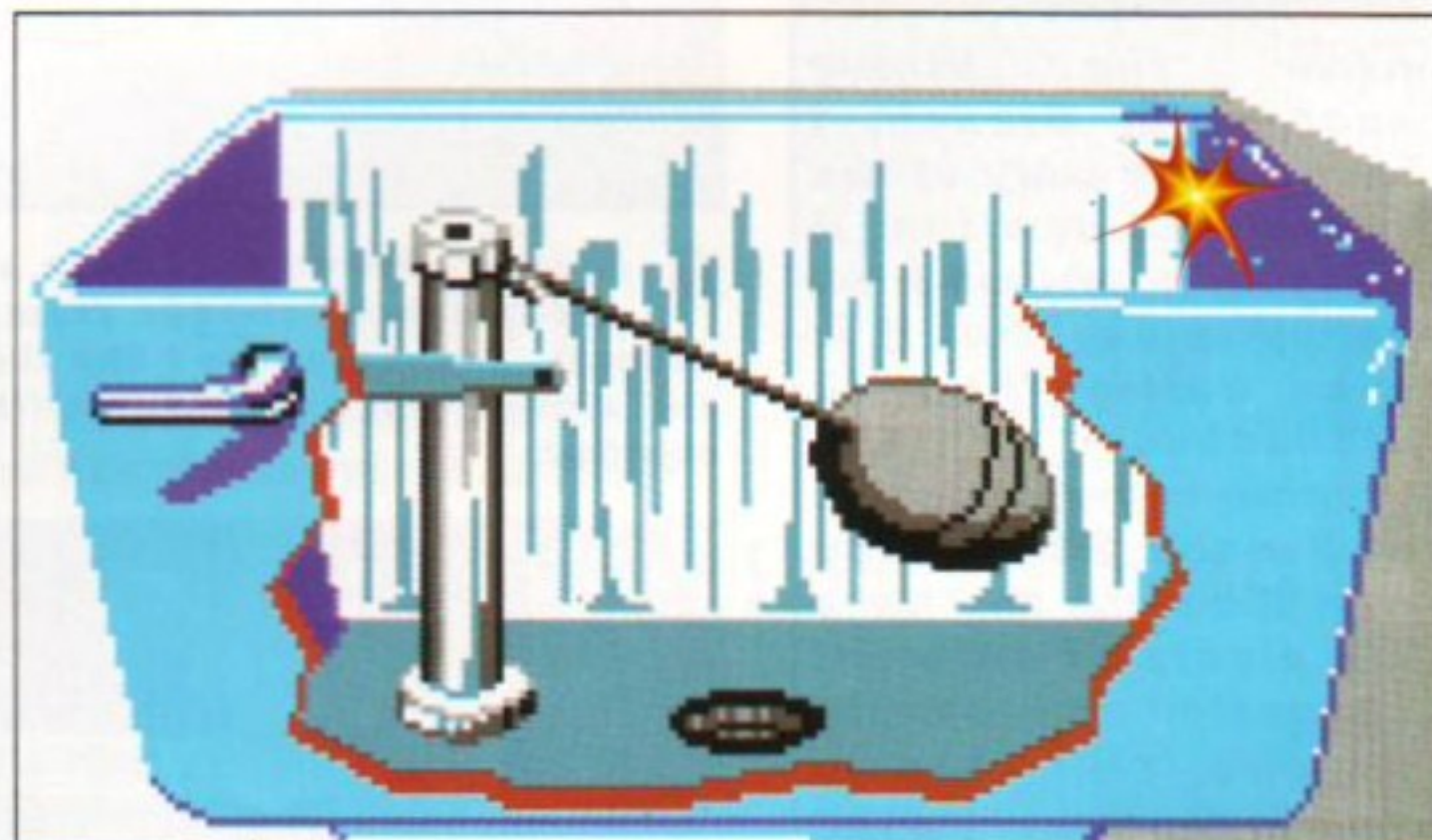
The option to use the Roland MT32 or other compatible sound card has been included, making the already good sound effects stunning! Apart from the point and click adventure game, there are several sub-games that involve you to deal with Bains with your trusty revolver and even dive under water in search of another piece of the Death Angel's trap.

DOUG

The way in which Sierra have improved their graphics is amazing, while the sound effects and theme music are top-class. The storyline flowed nicely and all the puzzles seemed logical. Police Quest II is an ideal Sierra adventure for beginners, the game offers a real challenge whilst not being too difficult. The disk swapping, did become somewhat tiresome. All in all, a must for adventure fans.



■ **(Above) A detectives work is never done, and all the dirty job are usually given to you. This time, you are only required to search the Blue Corvette that Bains stole earlier that day. Not much here, apart from a bullet and an empty holster. Wait a minute, who's registration card is that?**



■ **(Above) You're going to have to get up early to fool this officer! You know that old tricks and shoving a murder weapon down the toilet doesn't surprise you. The only thing is, you don't really want to put your hand in there to get it!**

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BREACH 2

GRAPHICS

The graphics are very similar to that of its predecessor, *Breach*. But there are quite a few new baddies and items to collect.

73%

SOUND

Screams, lasers, explosions, and a simple tune on the loading screen, but not much else. However, the sound effects are totally adequate for this type of game and don't detract from the game in any way.

63%

When you're dealing with a bunch of deadly space terrorists, there's only one thing you can do - call in the marines! And that's where you come. You control a squad of marines (and more importantly, the squad leader) as they attempt to overcome various baddies in a selection of different scenarios, each with their own special objectives. The various missions you will be sent on will require you to fulfill certain objectives, whether it's rescuing prisoners, destroying top secret information, or simply clearing the area of all enemy presence; but whatever the task, the main rule is to stay alive, and to improve the skills of your squad leader as he makes his way up the ranks. The game can be controlled by either mouse or keyboard and both are very user friendly and can be picked up in no time. When using mouse, the game is controlled via icons displayed around the edges of the playing area. For those of you who had the chance to play the original *Breach* you'll recognize the way in which the game is laid out, and although the game is quite similar to *Breach* a great deal has been changed within the game itself so that there's still a little bit of originality. Squad leaders from the first *Breach* can be ported across to the sequel so that they can continue their combat

career. There's also a scenario builder included, so that when you've beaten all the other missions you can design your own. Good eh? Unfortunately, you need to own a memory

expansion to play the game, but with the amount of games that require this these days it would certainly be a worth while investment

DOUG

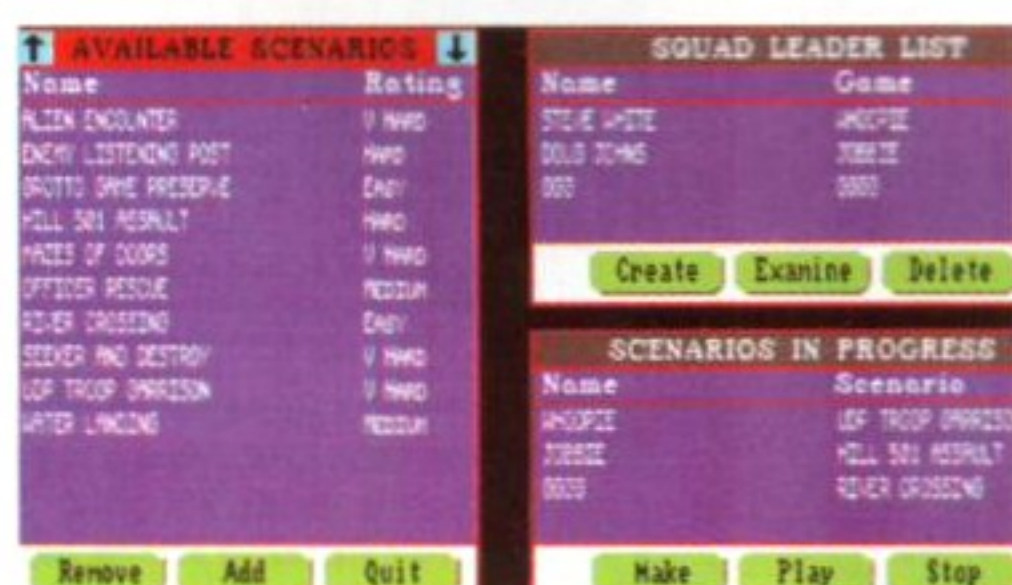
For those of you have had the chance to see what *Breach* or *Paladin* was like, then the coming of *Breach II* is going to be a pleasant surprise. The gameplay is virtually identical with all the playability of its predecessor. The option to port across a commander you might have made in *Breach* is also very useful. Whether your interest be in arcade or strategy games *Breach II* is a must.



(Right) Things get a little bit out of control and there's just too many enemies for you to shoot. So, when the going gets tough you get out your hand grenades.



(Below) There's quite a selection of scenarios to choose from, ranging in difficulty. But if you don't like these ones you can always make your own with the builder supplied.



OVERALL RATING

75%

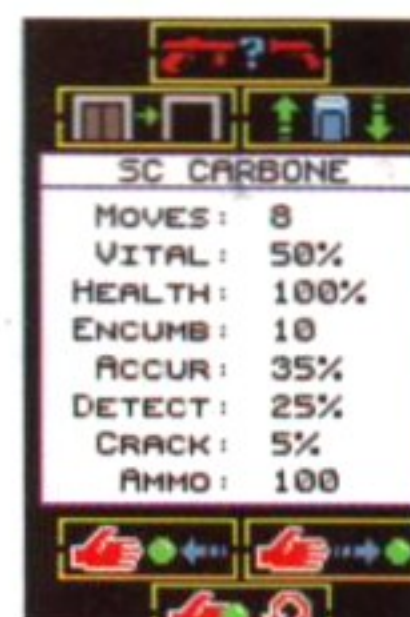
(Left) Depending on how many movement points you have, you can accomplish only a certain amount of tasks. However, not everything requires the same amount of movement points, and you will want to make sure that you end up in a safe place.



(Left) There are several different types of marines, each with his own specialties, but after your squad leader the most important ones are those with the psionic talents who have the ability to stun an intelligent creature with their brain waves.

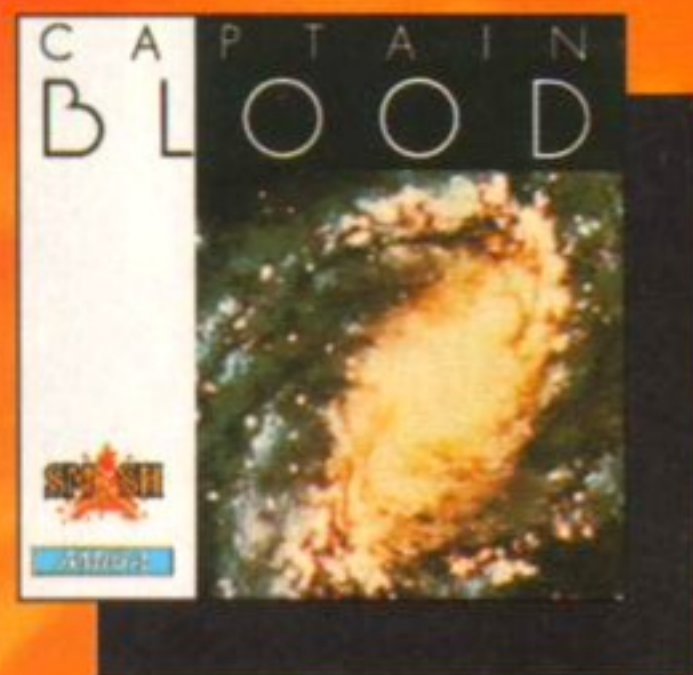


(Above) Using a detection device, one of your men scans the surrounding landscape for any lifeforms. Get your guns ready as you might be in for quite a surprise.

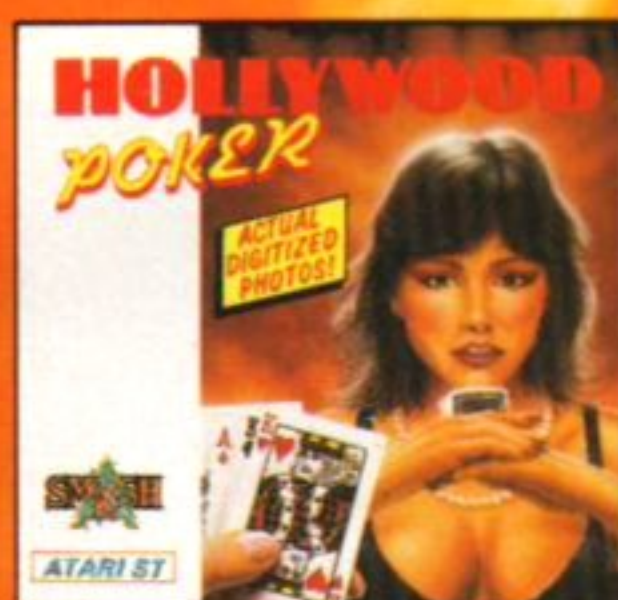


ALEX

After the highly successful *Breach*, I was a little wary of the sequel and now that it has finally arrived I am happy to say that it is even better than its predecessor. The graphic representation of *Breach 2* has been kept the same and there are plenty of different scenarios to choose, ranging from easy to very hard. You can even port over old squad leaders from the original. Well done Impressions.



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KING'S QUEST IV

At last it's time for all macho adventurers to remove their smelly boots, squeeze hairy toes into golden sandals, and solve the 'Perils of Rosella'. Travel to a magical land where creatures from ancient legend still wander through enchanted forests and unicorns graze in the meadows. This adventure combines magnificent graphics with superb

animation to bring you a Disneyesque world of fairytale characters and magic. Here amid the witches and ghosts you must guide the footsteps of Princess Rosella as she seeks the magic fruit which alone can save her dying father.

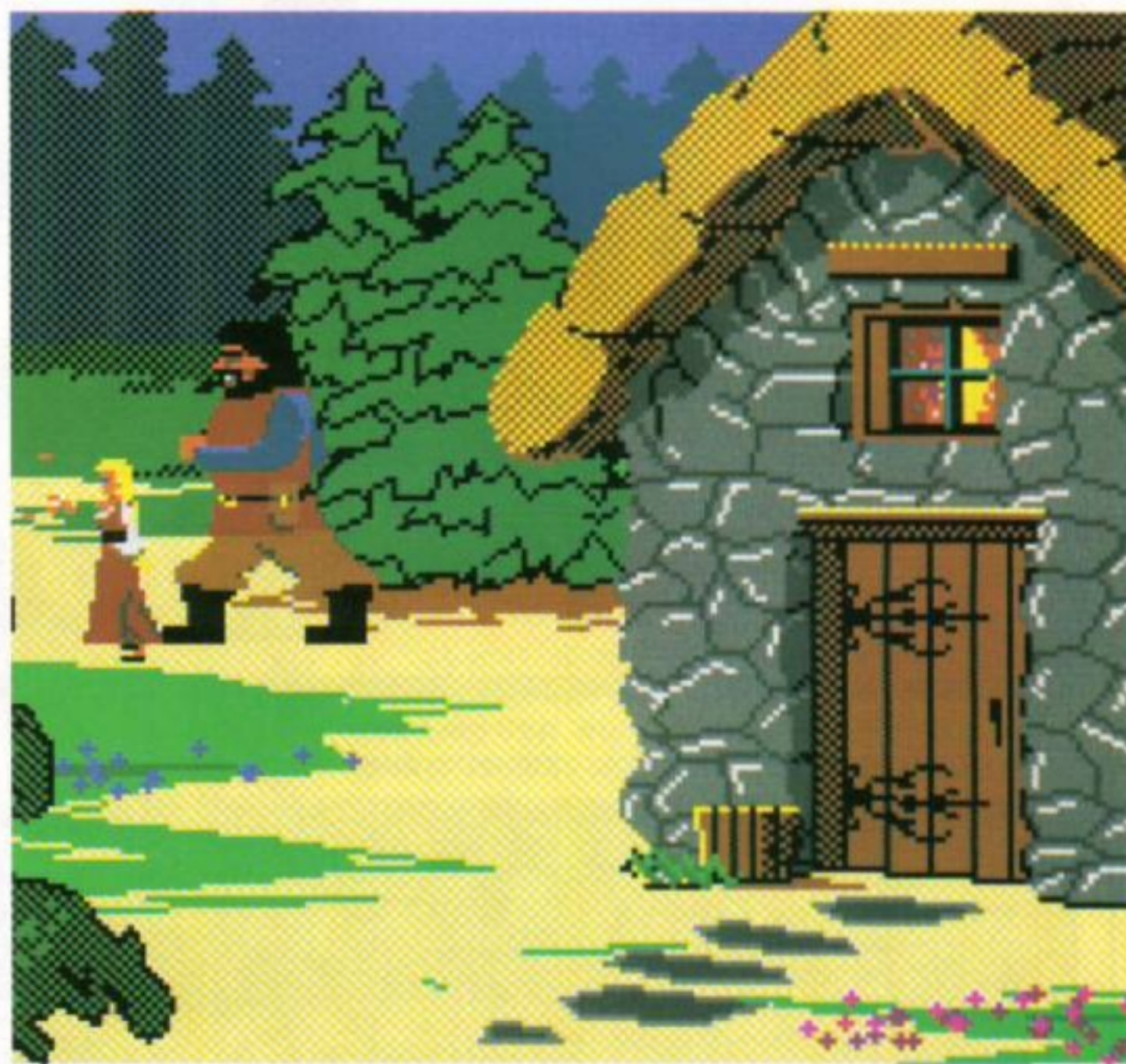
The songs of the seven dwarves drift up from the depths of the nearby diamond mine while

Cupid bathes in a woodland glade. It's difficult to imagine that any danger could befall you in this idyllic setting, but keep an eye on the sundial as time plays its part in this game. With the coming of night, creatures of the darkness will stir their bones and rise from their resting places to chase the hapless Rosella to her doom.

Somewhere in this enchanted

land is a tree which bears a magic apple. Legend has it that eating the fruit will cure you of all ills. In the far-off Kingdom of Daventry King Graham is near to death and only the return of his daughter Rosella with the apple can save him. With a haunted Mansion, an Ogre's house plus an enchanted forest and a scary cave to investigate, you'll have lots to do

(Below & right) As you can expect, fair Rosella comes up against more than a fair share of adversaries in her quest, and death comes in the form of falling too far or having any other sort of accident, or even getting eaten by a hungry giant!



(Below) Wandering through the forests that break up the action, Rosella meets up with a number of musical woodland sprites - could they prove useful to her?



(Above) Entering an apparently deserted house, Rosella searches the gloomy rooms. However, not only does she find a secret passage there, but homeowners of the ectoplasmic kind.

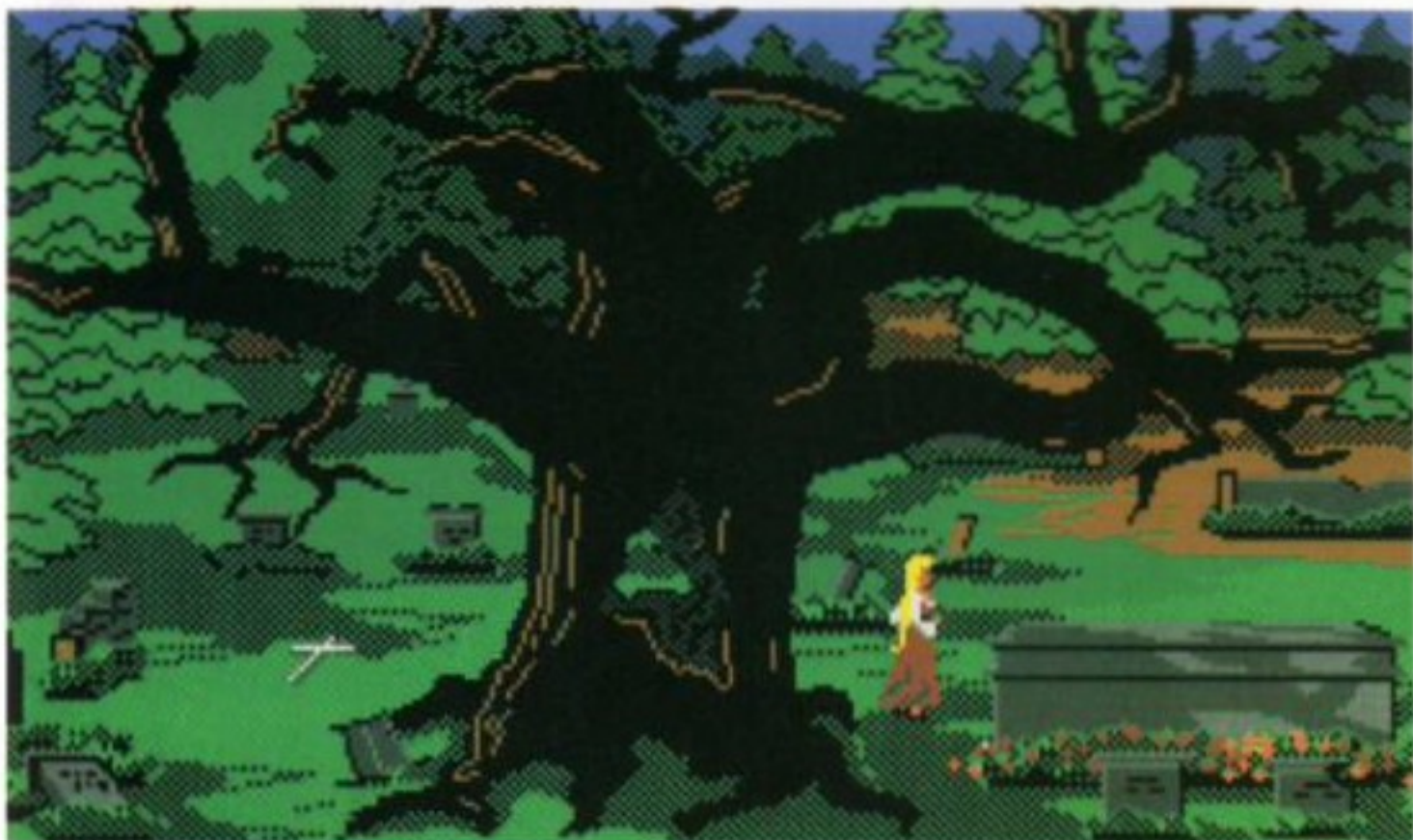
GRAPHICS

A small army of artists must have been employed to produce such an epic. Rosella's golden pigtailed bob realistically and little animals scurry about as she treks around this fairytale landscape.

77%

and see before it's time to head for home with your fruity solution. The Mansion's graveyard with its locked tomb seems peaceful enough during the daytime, but should you return later things look like an scene from a Zombie

■ (Below) A graveyard, and not a Romero zombie in sight. Sierra have excelled themselves in the graphics department, and you can even glimpse Rosella's skirt through the hole in the tree when she passes



■ (Right & below) A girl sure has to kiss a lot of frogs around here before she ever meets a prince! But, ugly as they are, make sure you kiss the small reptile, as its help comes in useful when it comes to getting past the waterfall.



SOUND

Once again, Sierra has excelled with some really nice tunes which suit the action perfectly.

74%

Movie. On a mountain top, overlooking the kingdom, is the castle of the witch queen and sooner or later your unwilling footsteps must lead you upwards into the lair. You needn't worry about making the perilous journey along the mountain path as the winged, castle guards will soon solve your transport problems.

ANDY

Sierra continues to sweep the competition before it with these top-class games. Grizzled adventurers may find it hard to feel at home in Rosella's dainty shoes, but the puzzles are just as hard as those in the earlier Quest adventures. As usual it is possible to complete the game without maximum points, allowing you to return to the hard bits later, but as a whole the game is great quality.

With the aid of a good fairy (no, I don't mean you), Rosella must solve multiple quests before she can finally defeat the evil queen who rules this land. Although Rosella is a good girl, she must carry out some of the queen's wishes as the good fairy's power is too weak to risk an early confrontation. As a twist to the old fairy story, the evil Queen

has offered her son in marriage should our heroine bring back all the objects of her desire. Which is pretty rich considering that her gruesome, green-faced, son could beat the Hunchback of Notre Dame into second place in the 'Ugly Bugly Competition'! On the other hand if you fail, her flying monkey guards have got a torture chamber ready and waiting for you. Sounds like a nice deal doesn't it? With a bit of luck a house will fall on the old bat!

OVERALL RATING

79%



SK

Another offering from Sierra, now I'm in trouble. Not so much with the game as what to say about it. It's just that with so many Sierra games you start repeating yourself in these comment slots. Like all of the Sierra games this one has excellent animated graphics, arguably the best yet, and as usual the gameplay is enjoyable. I was slightly miffed at having to play the part of a Princess, but I suppose female game players will be happy. For those of us who like Sierra games this is another to enjoy.

ALEX

With so many Sierra games appearing over the last two months, it's getting hard to choose which ones are the best. With Larry III, Manhunter SF, The Colonel's Bequest and now King's Quest IV, they go from strength to strength. With KQ IV, they have gone back to the dull hands off sequences, but the involving and varied gameplay more than makes up for this. The puzzles aren't too tricky, and there is plenty to see and do, making KQ IV another classic from Sierra.

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WILD LIFE

Being an international animal reporter, on an assignment for a leading current affairs magazine, it's your job to travel the seven seas in search of three species of animal to photograph. Your treacherous journey takes you to

the far corners of the planet - to the freezing wastes of the Arctic, dusty plains of America, wild jungles of India, and the hot, lonely outbacks of Australia.

This assignment is not easy though. Firstly, you are given your three targets, but, not only must you try and capture the true surroundings of these creatures on film, you have first to recognize them. You are partially assisted by having

SOUND

Each region has its own particular sound, which adds variety and helps set the scene. The animal fx are also well done, but do tend to be repetitive, which does make them grate on the old nerves after a bit.

71%

'animal cards', - a list of names and descriptions of the assorted wildlife - but not all of your subjects are listed. Secondly, you are not alone out there in the wilderness. There are hunters about, who do not take too kindly to your invasion on their privacy. They are not interested in shooting animals with a camera, and these are not

GRAPHICS

Having to recognize each animal, is one of the most important factors of the game, but not all the characters are very well animated. Overall, not bad, as each region is quite well depicted, and fairly realistic.

53%

their only prey! Luckily, being a quick-thinking reporter, you do happen to be armed with a rifle.

You must photograph each animal three times, and in order to do this, you require an eighteen exposure film, a telephoto lens (for small creatures or from a distance), a 50 mm lens, and of course, a camera. All these items must be gathered by hand at the beginning of each level, before you can start. If, during the game, you have the misfortune of under-estimating one of the aforementioned hunters, you do have the opportunity of healing a little, with the help of first-aid kits, which are scattered along the way. All that's left, is to complete your assignment, and return home, so, good luck.

STEVE

Wild Life suffers from too many gameplay faults to be enjoyable. There doesn't seem to be any indication to whether you have taken the correct shot and the collision detection is awful, making a dull task more difficult than necessary. Likewise, the graphics and sound come across as dull, too, rounding off a below average game perfectly.

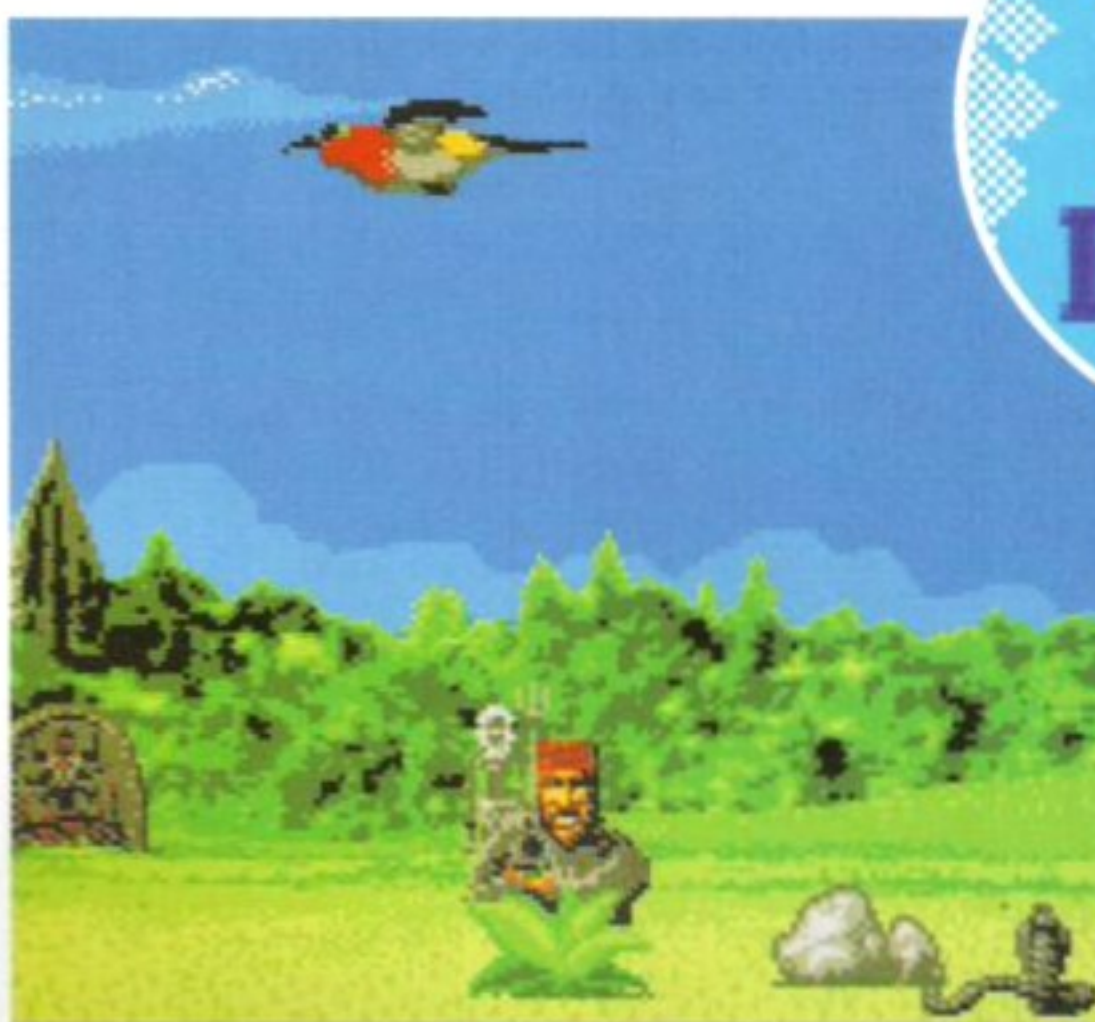
MICHELLE

At first this game appears to be fairly easy to complete. However, not only is it genuinely tricky, but certain aspects of the programming make it very difficult to realize what you are actually doing. There is no indication as to whether the correct shot was taken and how many times, and the sprite detection is not as precise as it should be. Overall, Wild Life did not really appeal to me as, after a while, it got rather tedious and was not particularly varied or interesting.

The options menu enables you to choose on which continent you wish to start, all of which vary in difficulty, the arctic being the easiest to complete. You are then given your list of the three animals you have to photograph.



(Above & right) Watch out for the baddies - they can creep up and catch you totally unawares at any second, sometimes, almost impossible to see before it's too late; so be on your guard. (Inset - from a distance)



The creatures you are trying to photograph can take you by surprise and turn up in the most unexpected of places, some obvious and some, partially camouflage.

Throughout the game, certain objects appear, to assist you, which have to be collected by hand. Some of these are essential to your being able to complete the level, others are just added extras.



OVERALL RATING

41%

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ANTAGO

In a strange and far away place, somewhere between Heaven and Hell, there is a mental battle being fought, between two of the most unlikely opponents. This battle of wits is called Antago.

The two arch-rivals are the Devil and an Angel, in this strategy game, which is very similar to Noughts and Crosses and Othello. It consists of a draught-board with squares of five by five, upon which, pawns must be placed to try and achieve a vertical, horizontal or diagonal line of five. Each player takes it in turn to place his pawn - either a fluffy white cloud for the Angel, or a large red fire-ball for the Devil - on one of the fifty screens chosen by the computer. The pawns can be placed on all sides of the board, and then can be moved inwards by placing another on the same spot, moving all other pawns along that line. This eventually forms a pattern, from which, you

can plot your opponents defeat.

The menu screen at the beginning of the game, offers several options, that enable you to choose to play a one or two player game or select a difficulty level. If it's your first attempt, you may like to practice for a while, or if you happen to be really adventurous, you could go straight into playing an already prepared board. All of these options are simply activated by use of the keyboard, but the rest of the game is played with the joystick, with which you must win three consecutive games to be the victor and return triumphantly to the heavens, or the red-hot depths of the underworld.

GRAPHICS

These are very clear and well animated, which is essential to this type of game, and in some places, quite amusing, when watching the facial expressions of the characters.

59%

SOUND

Apart from the opening music, the only other sounds occur when placing a pawn, and winning the game. Not terribly impressive or imaginative.

33%

STEVE

A basic variant on the age-old tic-tac-toe theme, Antago's simplistic gameplay and pretty graphics makes it the perfect game for the younger games player. There are a number of difficulty levels, allowing you to pit your wits against a number of better players as you progress, but I can't see it appealing to older, more experienced gamers. For all its cute touches, though, there just isn't enough in Antago to warrant the price tag.

MICHELLE

I found this to be very addictive and amusing. Having the choice between a plain board or one prepared, is a handy option, as otherwise, the game would become too tedious. There could have been a bit more thought put into the sound department, as this makes the game seem quite dull when playing, although some people may be put off thinking, with music playing throughout. Definitely not the most varied and imaginative game ever, but something I will play time and time again.

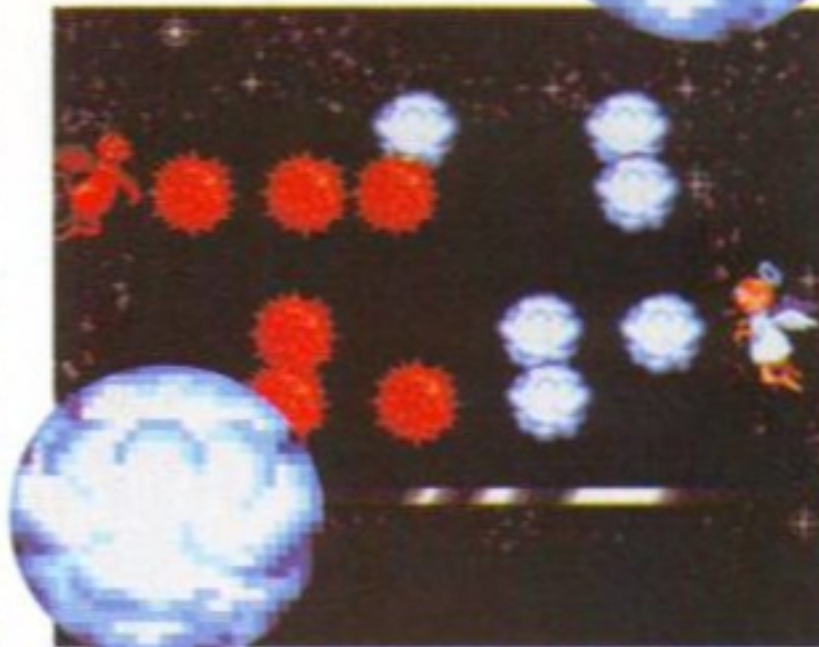
(Below) The aim of the game is to get five pawns in a row to win, but this is not always easy, and not everyone is pleased with the outcome.



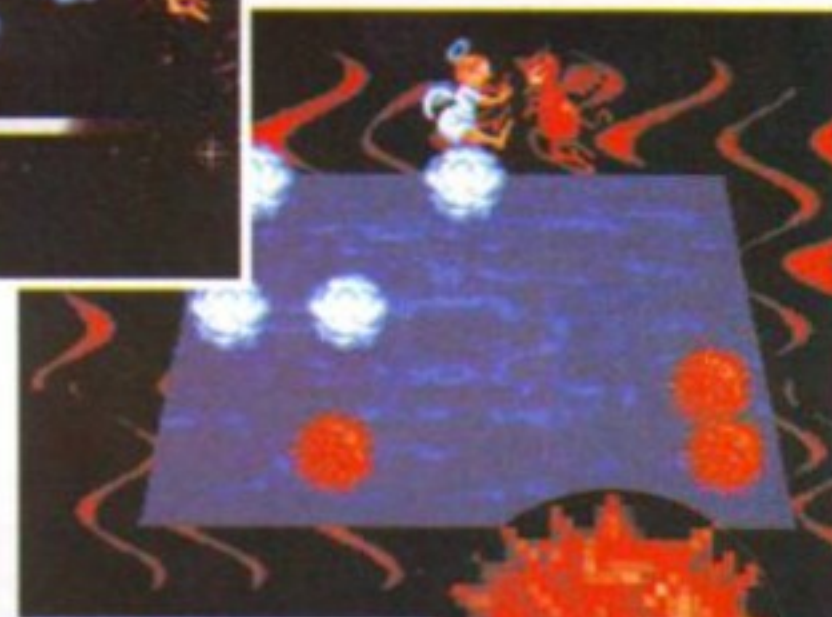
OVERALL RATING

46%

(Below) Not having an awful lot of room, and these two not being the best of friends, one does sometimes just have to shove the other out of the way!



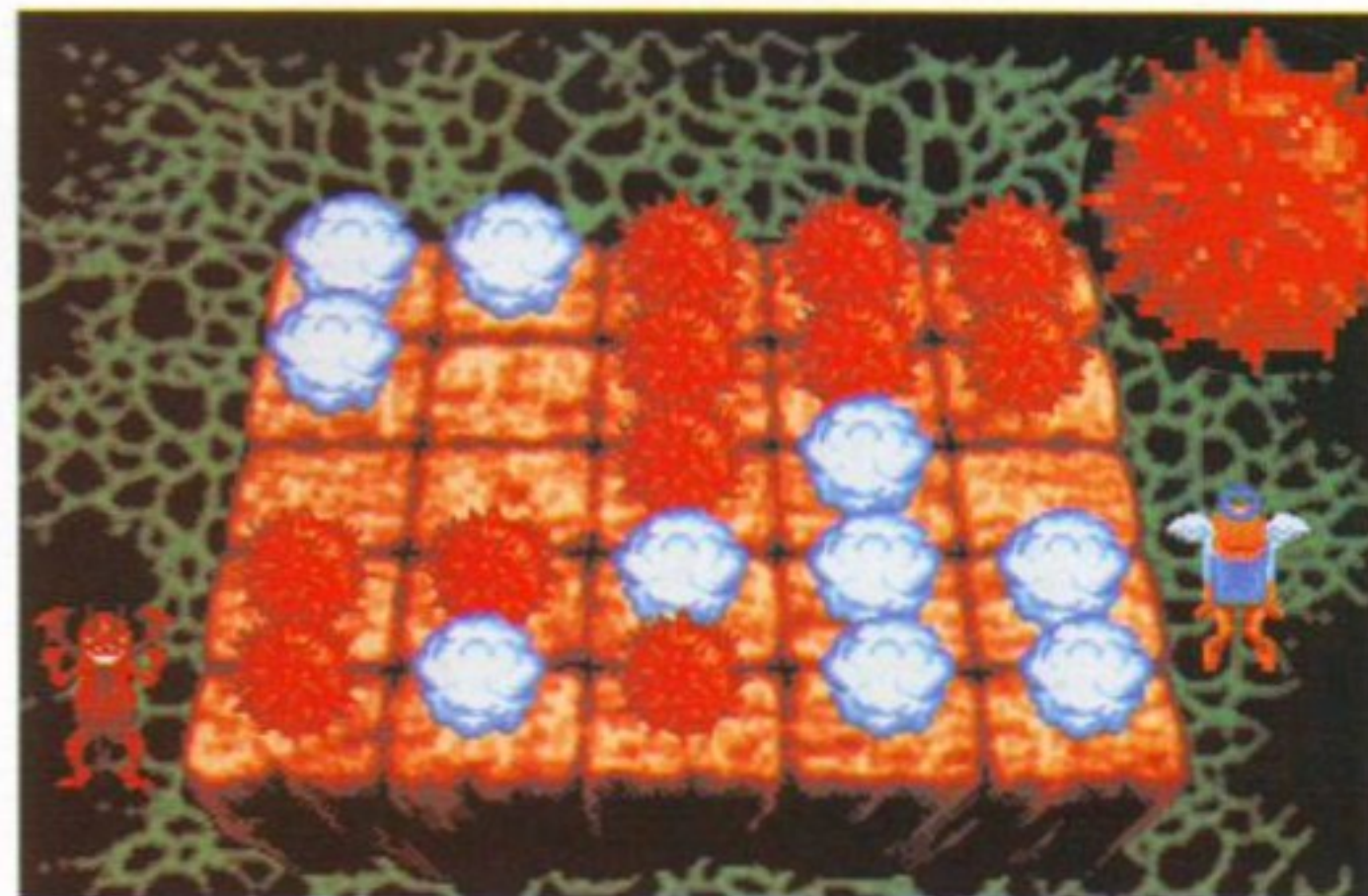
(Above) Having fifty different screens does put a certain amount of variation into the game, but it doesn't always make life easier.



If you don't watch out, you could find your pawns being knocked off the board and disappearing into oblivion, with a helping hand.



(Below) During the game, your opponent can get very cocky - but can you wipe the smile off their face?



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RED STORM RISING

Based on the successful novel by Tom Clancy, Red Storm Rising is situated around the goings on of a nuclear submarine. You must pilot this craft and its crew to safety, along the way destroying any vessels that get in your way. Alternatively you can choose to avoid them.

There are many different scenarios, all of which require you to use your sub to the best of its abilities. That means you must try and move along silently far underwater in the murky depths. The missions are set over different time periods, ranging from the early eighties

right up until the late 1990's.

With a selection of either proper battle scenarios or maybe training mission to start with, you must first decide which submarine to choose from. You can only be American, although they have a large array to choose from. As well as this, you must select the torpedoes or missiles that are to be put in the tubes of your submarine.

You have the full complement of Sonar and radar at your fingertips, as well as the ability to view various maps, such as the tactical screen which allows you to view of the immediate area. This reveals the position of other vessels, as well as the torpedoes they have launched. Decoys can be launched to increase the chance of your survival, but if all else fails, you'll have to go for the life jackets!

DOUG

Microprose's *Silent Service* used to be my favourite Submarine game. However, since that game was released, technology has increased at a rate of knots. Red Storm Rising brings us right up-to-date and puts you in control of a multi-million dollar ship. The game is very complex and those of you who enjoyed the simplicity of *Silent Service* will probably feel a little uneasy with all of the controls. However, if you want an real challenge, this is it. Be warned, Red Storm Rising is real tough!

GRAPHICS

Rather simplistic graphics, most of which use the bare minimum of the Amiga's palette. However, who needs brilliant graphics for a game of this genre?

51%

SOUND

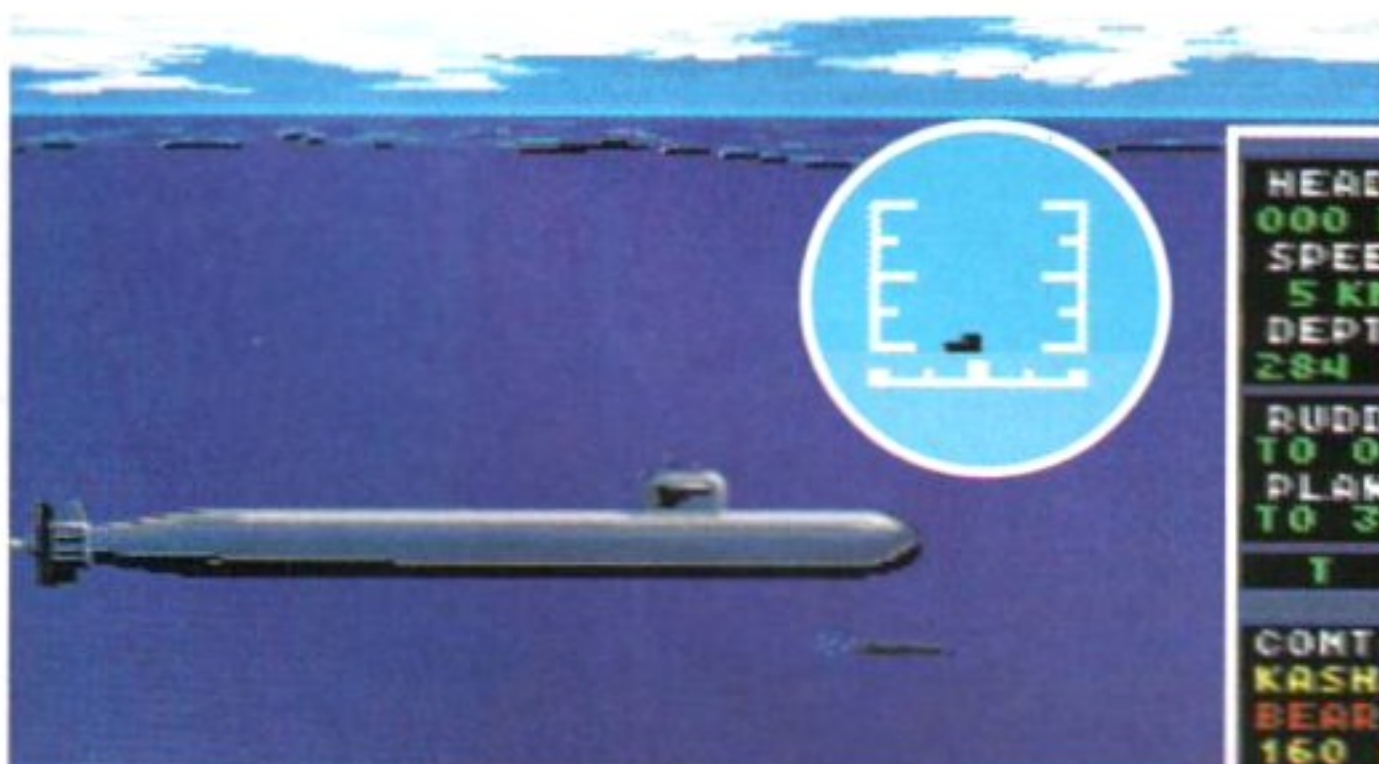
Nothing special, just the usually sonar bleeps and other small spot sound effects. The hum of the engine is present, but it sound very similar to the sound of a hair-dryer!

59%

ALEX

I think that Microprose's other Submarine Simulation, *Silent Service* is an excellent piece of software, so I was naturally looking forward to Red Storm Rising. However, I think that *Silent Service*'s simplicity and playability make it a great game have been lost and replaced with realism. I think that Red Storm Rising is probably the sub sim if you are looking for something realistic, but I'll be sticking to their previous attempt.

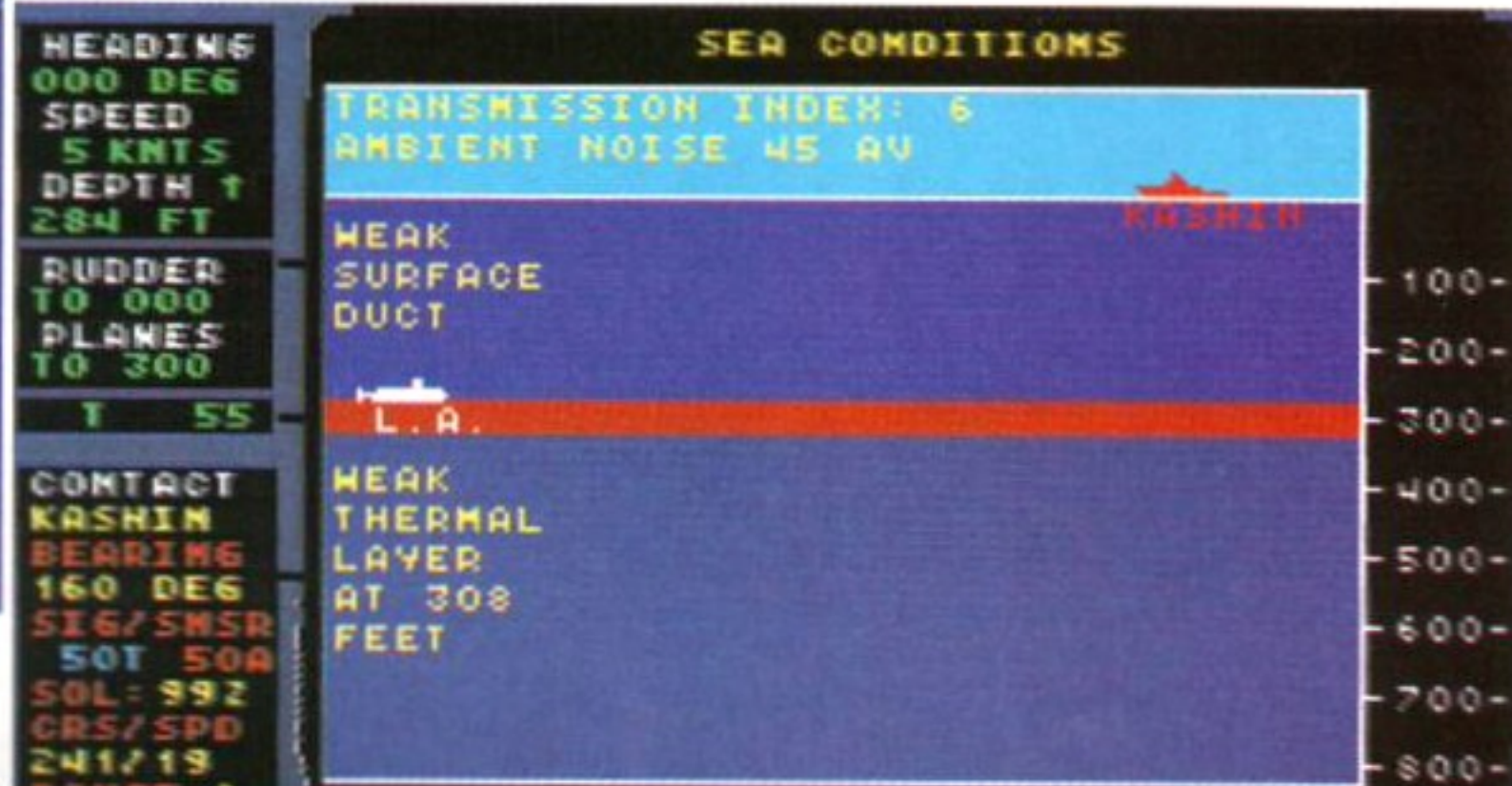
(Below) Enemy target dead ahead, Sir. That's what your crew reported so you rush to the periscope to view your prey. It turns out to be a destroyer floating like a sitting duck. As you edge forward, you are obviously detected as the ship starts to pivot and turn to face you. You arm tubes one and two and launch a couple of Mk. 48 torpedoes at the target. The ships bursts into flames and only requires a single shot to finish off.



(Right) Red Storm Rising is a very comprehensive submarine simulation that allows you to play virtually every aspect of underwater combat.



(Left) The tactical map displays the position of both friendly and enemy units. A trail is left by incoming torpedoes and your launched missiles, allowing you to disperse your decoys if needs be.



(Left) Under your control is the entire crew of a nuclear submarine. You must pilot the craft through hostile waters in scenarios ranging from simple training missions to a near-impossible World War III mission!

OVERALL RATING

70%

Real Soon Now!

TORVAK THE WARRIOR - CORE

'We wanted a hack'n'slay game that had the graphics of, say, Rastan Saga, but the addictive playability of Legendary Axe', says Core's Jeremy Smith in summing up Torvak The Warrior. Set over five levels, and spanning no less than one hundred and twenty screens, Torvak is a combination of the best elements of the two, and also draws elements from Golden Axe. To be released after Corporation, Torvak is being written by Andy Green, from an original storyboard by Terry Lloyd, and the Rastanesque graphics are the work of ex-Skidz graphic artist, Lee Pullen - incidentally, Skidz was Lee's first foray into the world of game graphics, a promising start for a beginner!

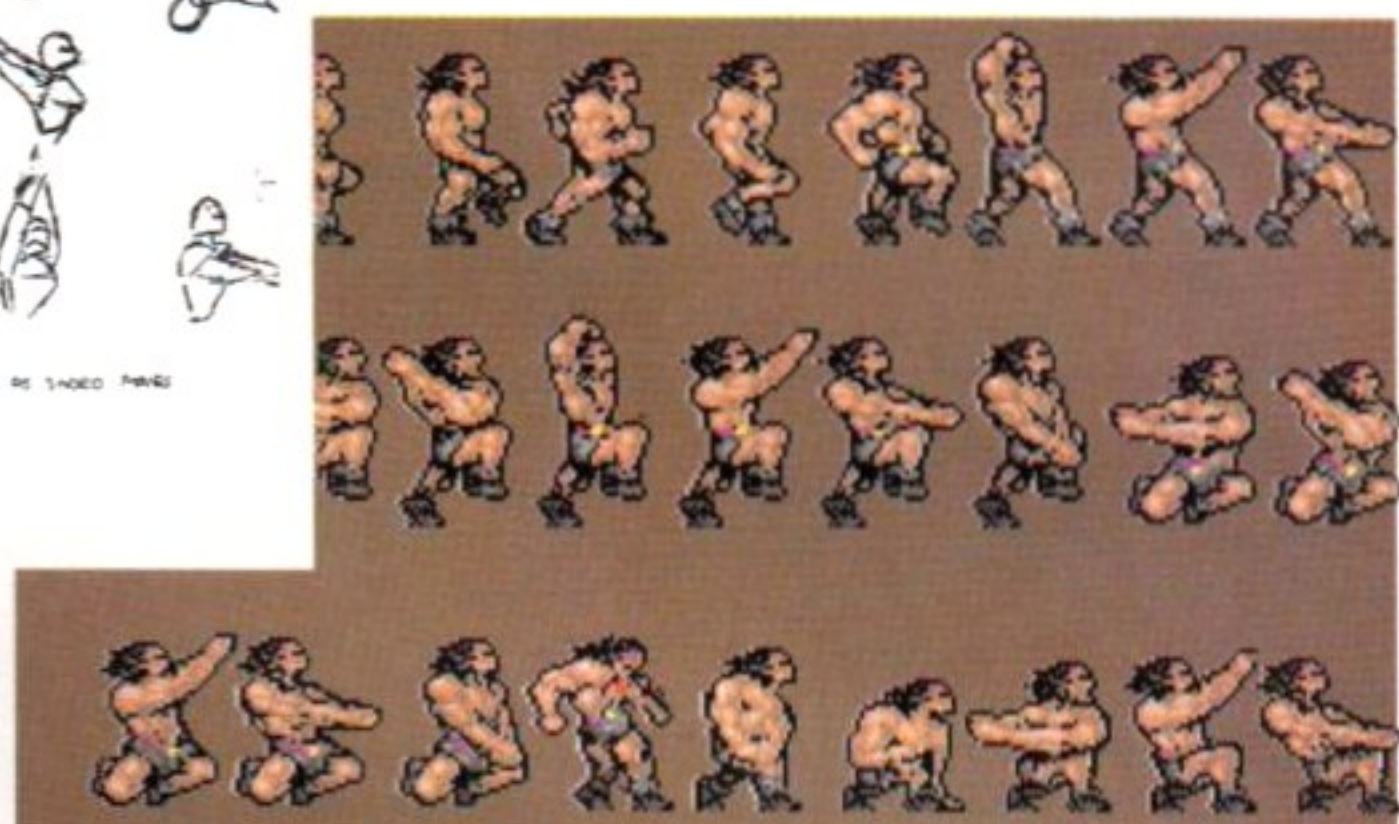
Donning the loin cloth of the game's titular hero, you must traverse the danger-filled levels, using one of the four weapons you are carrying to protect you from harm. Accessed via the F keys, Torvak is armed with a mace, an axe, a Thor-style hammer, and a massive broadsword, all of which dispose of the enemy in a matter of swings. The game's scenario tells of an evil necromancer who has plagued your land with pestilence and the aforementioned mutants, and as your peoples' last remaining hero you have been sent to end his menace. However, standing between a final confrontation are literally hundreds of nasties, along with other natural pitfalls, such as stretches of water (our hero cannot swim), and poisonous plantlife. Not



everything is against you, though, and dotted throughout each level are a number of milestones which reveal a useful enhancement potion when demolished - the effect of these is only limited, though, and the loss of a life once again renders you more vulnerable.

Unfortunately, a lot of the original sotryboard's ideas had to be dropped due to memory restrictions - larger, superbly animated nasties and parallax scolling, for instance - but Jeremy feels that this isn't a major problem as the variety of the enemy sprites, along with the sprawling map that each level takes, more than makes up for the loss of depth from parallax - however, to recreate the depth parallax gives, a faint mountain backdrop has been added to compensate. Torvak's journey is very similar to that of the one Rastan took in the Taito coin-op. As well as making his way along the surface, he can leap into

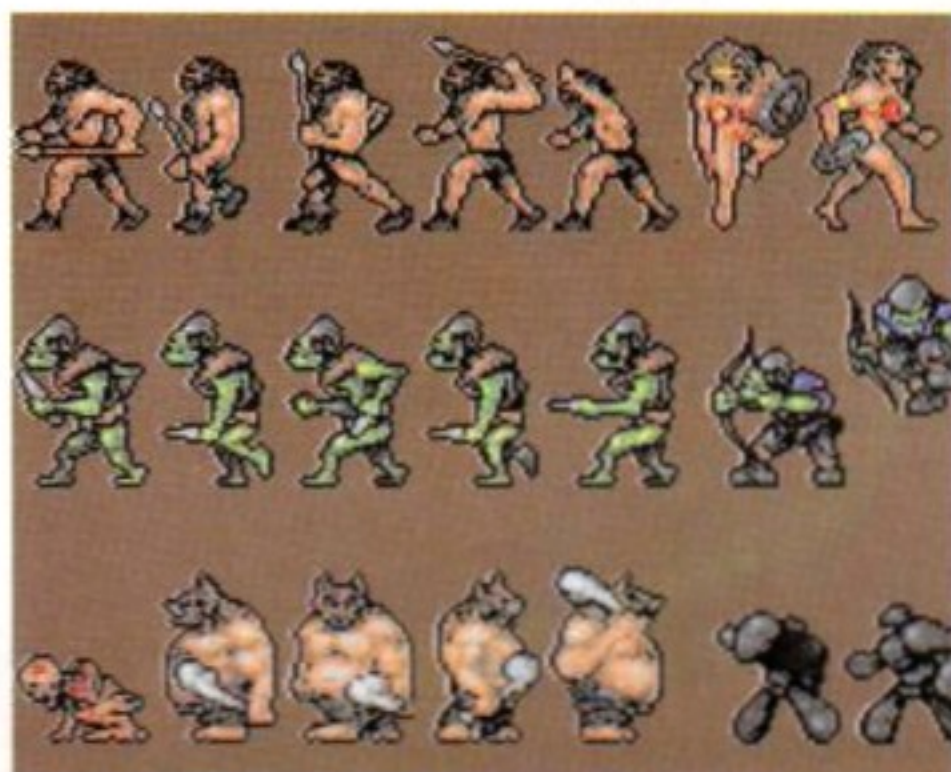
(Left & below) The mighty warrior of the title can perform all manner of offensive moves, including jumping whilst simultaneously whirling his axe above his head, and low chops which will see off any of the smaller nasties. In all, it takes thirty frames of animation to make our hero the man he is.



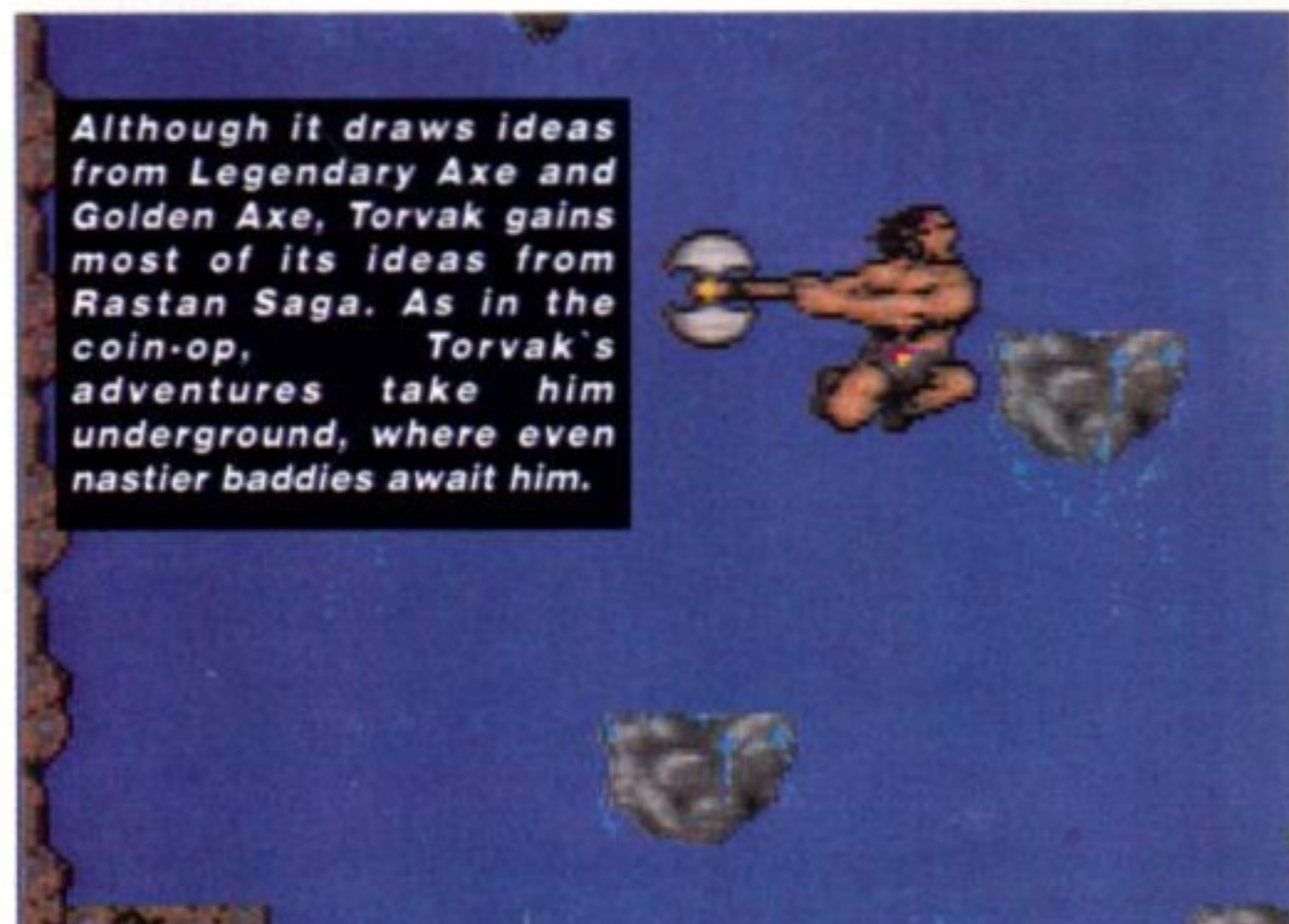
wells and explore the catacombs below, or explore the caverns that were previously hidden behind a waterfall - all of which house more terrors.

So far, the graphics for each of the levels are complete, and the lads are currently working on refining the controls and adding

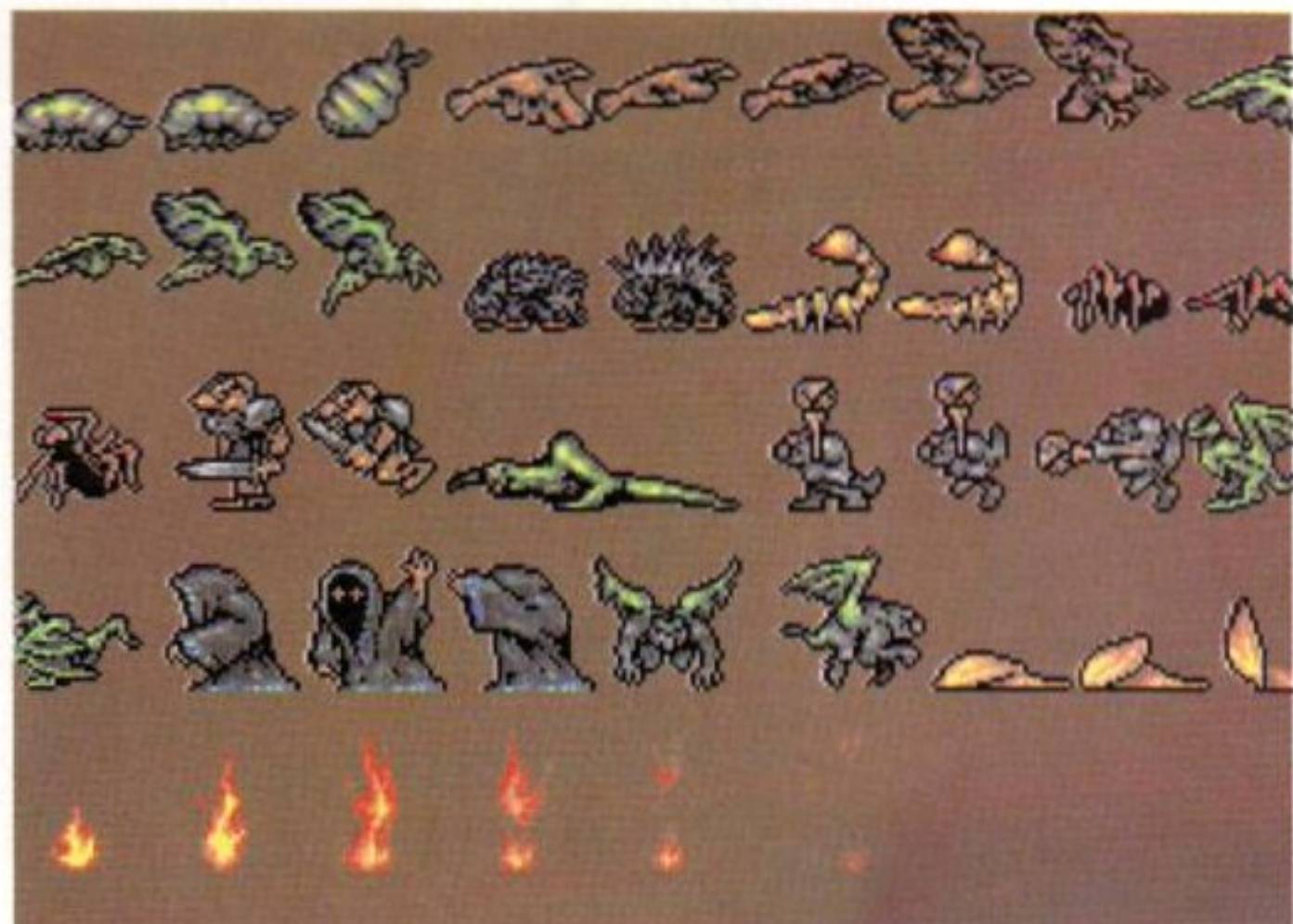
the patrol patterns of the creatures. Likewise, the sound is very much up in the air at the moment, with nobody actually pencilled in to write it. Hopefully, this problem will be rectified by September, when Torvak The Warrior makes his Amiga debut.



(Left & below) Core's graphical style is apparent in the wide range of nasties that Torvak encounters. As well as the usual zombies and bats that you associate with the genre, you also battle against buxom women and stone ogres.



Although it draws ideas from Legendary Axe and Golden Axe, Torvak gains most of its ideas from Rastan Saga. As in the coin-op, Torvak's adventures take him underground, where even nastier baddies await him.



GOLDEN AXE - VIRGIN GAMES

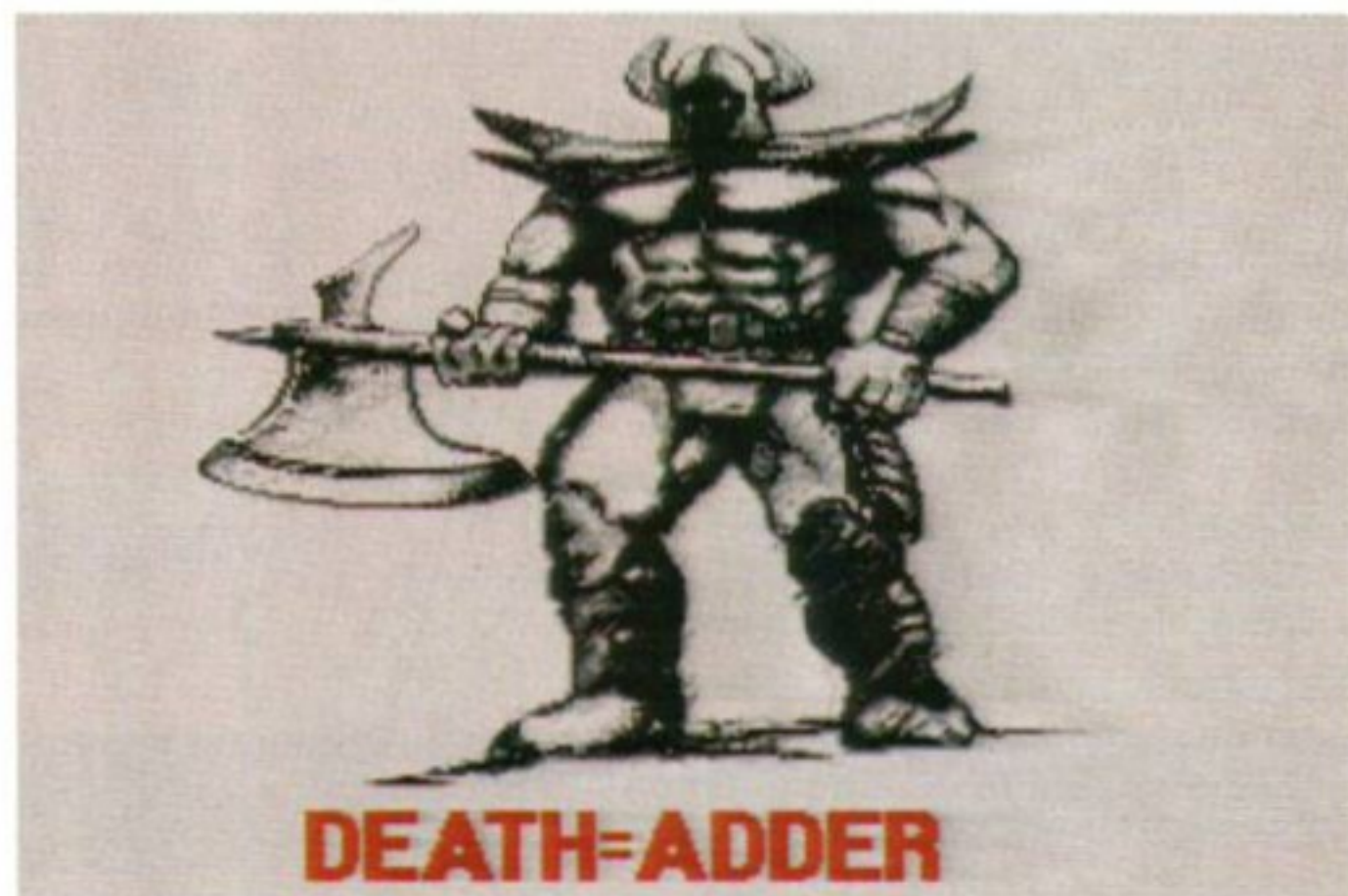
A favourite in both the arcades and on the Sega Master System, the Amiga version of Golden Axe is being programmed by Kevin Bulmer and the Dementia team. In case you haven't seen it, the Golden Axe coin-op is a horizontally-scrolling hack'n'slay romp, full to the brim with strange creatures, devious spells and - as can be expected - violence. The team began work five months ago, and the first job was to play the coin-op to death and make notes of all the finer details of the graphics and sound. Spanning five levels, Golden Axe is a one or two-player game in which you must destroy an evil warlock. At the start of the game, you are given the option of which warrior you wish to control and these range from elves to bronzed female warriors, and each has their own advantage in a particular department - strength, for instance. Once chosen, you are then thrown in at the deep and must hack your way through the multitude of enemy characters, whilst avoiding contact with their deadly weapons.

Having made sketches of the graphics and taken reams of notes, the team then prepared the bulk of the game. The game's coding fell to Richard Costello, Kevin's long-term partner in

Dementia, and the co-writer of Galaxy Force and Hot Rod. Meanwhile, Kevin started preparing the graphics using DPaint. The impressive graphics of Golden Axe are what raise the game above most others in the genre, and Kevin wanted to recreate them perfectly but doubted whether there would be enough memory in the humble Amiga. However, with a bit of a snip here and there, all of Golden Axe has been recreated, and the only difference between the coin-op and the conversion is that the Amiga game now spans six stages rather than five. The reason for this was the final level in which you encounter your nemesis, with so many sprites and different backdrops accompanying this stage, something either had to go or be split up. 'Rather than lose a whole key segment, we decided that we would rather have a complete game, hence the decision to split the stage into two', Kevin says. Similarly, the game is a multi-load which accesses each stage individually, in the gaps between levels.

At the time of writing, the game is virtually complete, with the only thing missing being David Whittaker's music and FX. These are being taken directly from the coin-op, with David first

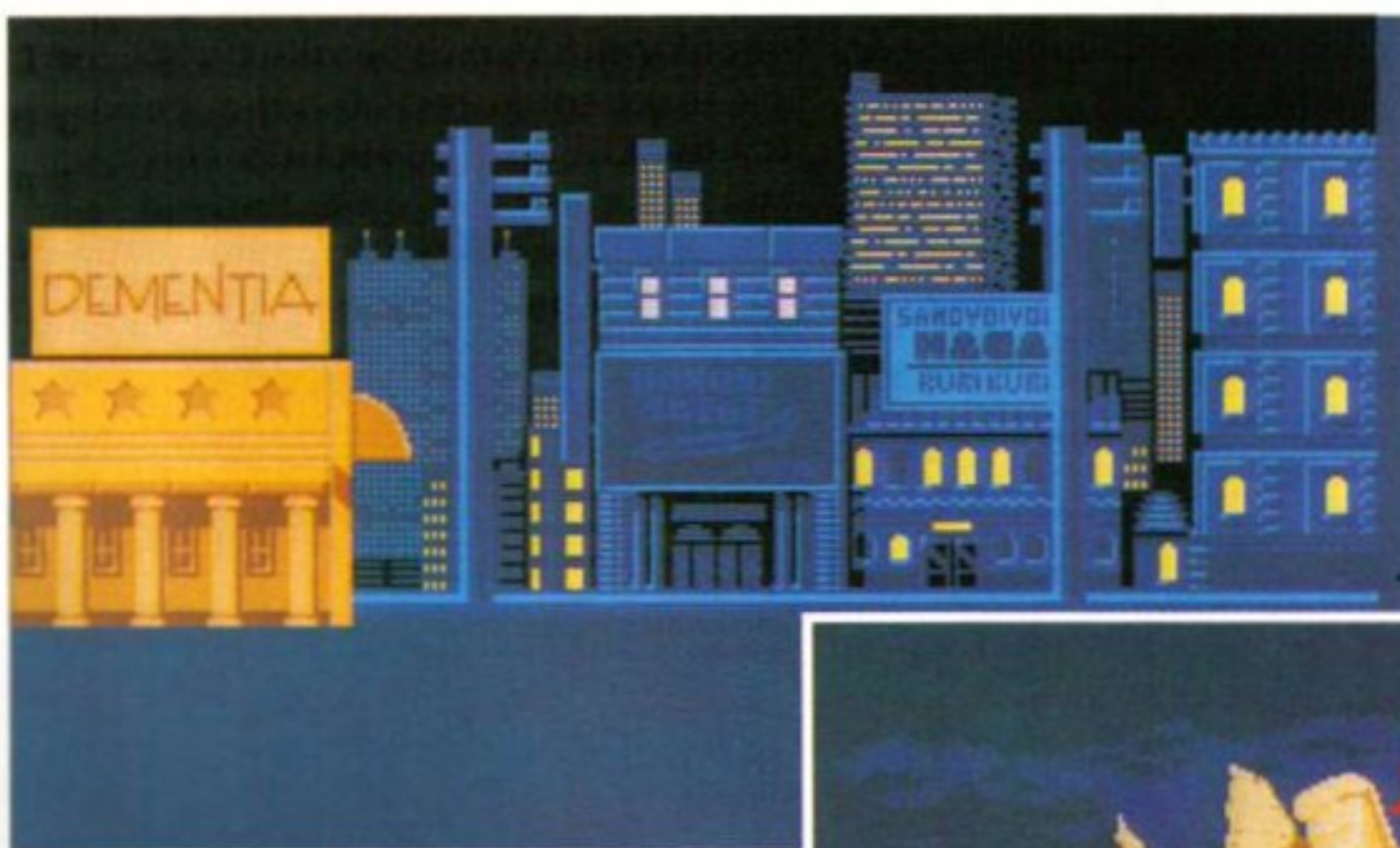
(Right & below) Before the game begins, you are requested to select your characters. Full details are given on each, including your arch enemy - Death Adder.



taping the game's soundtrack and then rewriting it on his impressive set-up. However, the FX aren't going to be as simple, meaning that each grunt and swiping noise will have to be written from scratch. Golden Axe will, all things going to plan, out in September, expect a review then.



(Right) All of the game's backdrops were drawn pixel by pixel by a team of three people. Since March, they have beavered away, copying everything from the coin-op. The team decided to avoid digitising at an early stage as a lot of detail would have been lost, and, as a result, the conversion's backdrops are even more detailed than those on the MegaDrive version, a fact which Kevin is understandably proud of.



(Below) This parchment is shown between each level and your path is drawn in red ink (blood?) by an animated quill. Meanwhile, any useful text messages are shown to the right of the map.



(Above) Kevin and Co. wanted to keep the conversion as true as possible, but as it features such large sprites, this wasn't going to be easy. However, by breaking up each sprite into several sections, and animating them once they have been pieced together, the task was made easier and more memory was available.



(Above) In all, the game features some 2290 sprites, 1352 of which are the main character sprites. Each main sprite took up 64K when compressed, and the remaining enemy sprites took up a further 32K each. Similarly, the magic spells took up another 64K, whilst each of the six maps were 35K long - no wonder loads in each section individually!

OVERALL RATING

72%

(Right & below) They are a selection of different maps to look at so you can get an accurate idea of what's happening. The strategic map lets you see the whole game area and how the wars are progressing, while on the other hand, another map will show how industrial a certain area is.



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(Below) There are quite a few air bases under your command, and with the click of a button they will all be shown on the map that you are currently viewing.



(Right & below) The game is divided into phases, with combat playing a major part. Once you have chosen which units you wish to move, you can then plan a route to the target and attack. As soon as you have chosen all the battles for that round you can commence combat and see how well you did. Afterwards a sheet with details, including how long the battle took, and what damage was inflicted to both you and your enemy will be displayed.

Report to the Führer						
German Casualty Report Summer 1941						
Land	8	76	113	44	800	888
current	8	76	113	44	800	888
year	8	76	113	44	800	888
total	8	76	113	44	800	888
Naval	8	8	8	8	8	8
current	8	8	8	8	8	8
year	8	8	8	8	8	8
total	8	8	8	8	8	8
Air/Prd	8	8	8	8	8	8
current	8	8	8	8	8	8
year	8	8	8	8	8	8
total	8	8	8	8	8	8



GRAPHICS

Very basic graphics that look as if they were simply ported from an 8-bit computer. The colours are very gaudy, and the definition not up to Amiga standards, but when it comes down to it, a game such as this doesn't require advanced graphics.

57%

SOUND

N/A

DOUG

Storm Across Europe is obviously a strategy game, and it's a very in depth one at that. One look at the instructions shows how much research has gone into it, and the scenario builders increase the games overall lasting appeal. Whether you choose to be Hitler or Churchill, Storm Across Europe will keep the strategic buffs among you occupied for hours. One of the better strategy games on the market, and well worth every well earned penny.

SSI/US GOLD £24.99

STORM ACROSS EUROPE

SSI gives you the chance to see how the Second World War, probably one of the worst catastrophes in world history, would have ended if you (with two friends if you wish) were in control of the various forces. At the start you choose which forces you would like to control - the Germans, the Allies or the Soviet Union - with the computer (or another player) controlling the others. Once you've chosen a side you will then have total control over those countries.

Decisions will have to be made regarding the operations of the air, land, and sea forces, as well as having to keep a beady eye on the economy of the countries.

Before you actually start playing the game you will be asked if you want to use the scenario builder. There are two parts to the builder; the first part contains six historical scenarios from World War Two, and the second allows you to choose at which level the three major powers strengths will be, so that

the game can be a challenge each time you play.

Now the game will commence and you will be able to move your units and attack the enemy at will. Different colours inform you as to who is presently in control of the various strategic areas, and also what type of terrain is in that area. But whoever you choose, the outcome is up to you and how you play the game, so some tactical play is going to be needed.

ANDY

Storm Across Europe is yet another classic strategy game to come from those experts at SSI. There's quite a few options, including a three player option, with varying difficulty levels. As you would expect in a strategy game the graphics are nothing spectacular to look at, and there is no sound what so ever, but like all SSI games the gameplay will keep you enthralled for many an hour. Don't waste a single moment, rush a grab a copy as soon as you can.



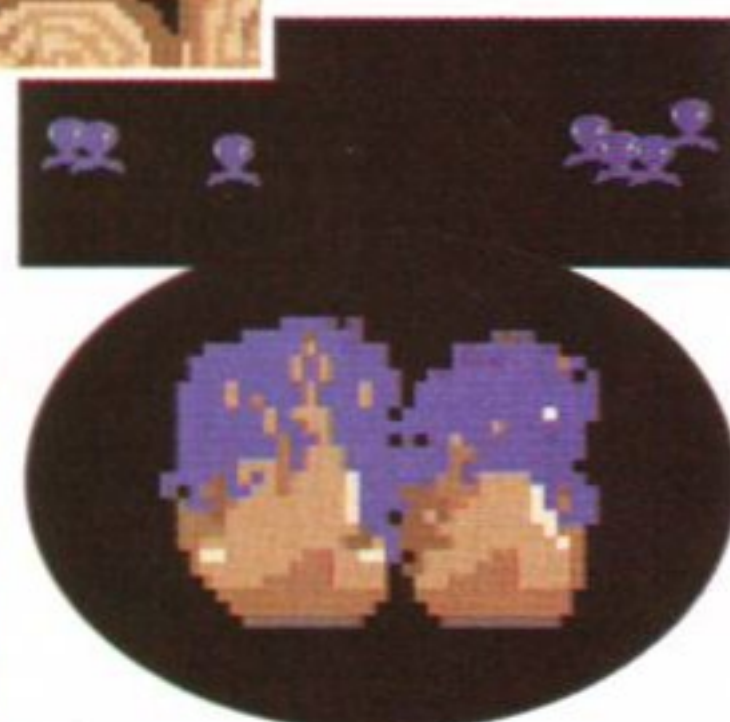
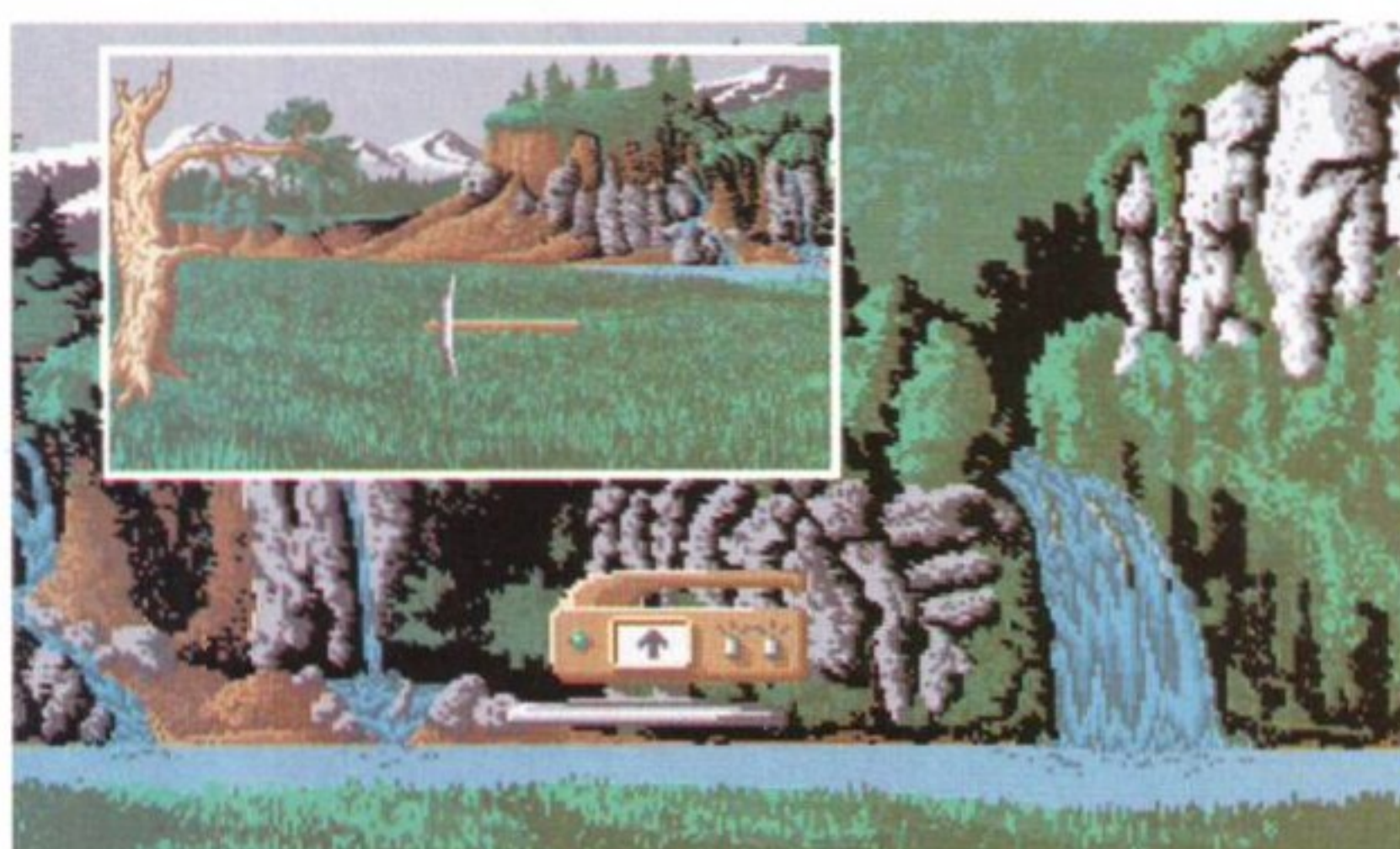
■ You manage to find a piece of the statue, but there's still quite a bit left to find. But the other pieces aren't going to be as easy as the first.

OVERALL RATING

48%

■ (Left) Once inside one of the buildings you only have a certain amount of time to find the object hidden within, or you will find yourself dead, and your mission brought to an abrupt end.

■ (Right) Using the scanner you find out that there's some sort of object in this location, and with a little bit of patience you manage to find out its precise position. With a quick tap of the pick-axe you should have in out in the open in no time. But once you've dug it up will it be of any use?



■ (Above) At certain points in the game you are whisked away to a dark room where you avoid contact with some rather weird-looking things that drop from the top of the screen. God knows what they're meant to be.

NEW DEAL PRODUCTIONS £19.99

ASTATE

Somewhere in the principality of Astate there is a lost golden statue just waiting to be found, and you're the archeologist to do it. You know that the statue has been broken up into several pieces, but where they have been hidden no-one knows.

Controlling the game is done via the mouse and a selection of icons that can alternated with a click of the mouse button. There are six different control icons to start with: the main icon is a pair of boots which can be moved around the screen to indicate in

GRAPHICS

The backdrops are very pretty, but there isn't a lot going on or a lot to do in them.

69%

which direction you wish to go. A hand icon is also available and this is used to collect objects once they have been found, but, unfortunately, only one object can be held at a time (unless you can wear it). The drill and pick-axe come into action when you need to find an objects that have been hidden in the ground or in the walls of buildings. But these objects could not be found if it wasn't for the help of your useful scanner; pressing the mouse button while the scanner icon is chosen will tell you whether there is an object on the screen, and where it's positioned.

Mysterious dungeons and ghostly churches are just a couple of the places you will have to explore in your quest to find the statue, and only a

SOUND

N/A

DOUG

Astate is very slow and in some places pretty pointless. If there's any animation in a screen, you usually have to wait until it's finished before you can do anything. The idea of using a grav metre to find the various objects is pretty stupid when you realise that every object is hidden, and by simply clicking the mouse button when you enter the screen tells you whether there's an object or not. Astate is not a game I would rush out and buy.

couple of the dangers. There are over fifty locations to see in all, each with a well-drawn backdrop to accompany it.

ANDY

Graphically, Astate really impresses. Likewise, the unique control system makes the game really easy to get into. However, there is so little to see or do that boredom soon creeps in. With only a handful of icons to control the game with, playing it is a matter of trying each one every time you enter a fresh screen - hardly awe-inspiring, though. Thus, the game soon lost my attention and there is nothing there to warrant me going back to it.

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AAG

HEY LOOK

In case you hadn't noticed, Amiga Action has been around for a whole twelve issues and, unlike many other mags, we haven't been particularly egotistical. On the whole, the line up hasn't changed a great deal, Whitey has gone over to ST Action, our sister mag, and as a swap we've gained Alex. Likewise, this issue sees the introduction of another new reviewer, Michelle. So, just to refresh your memories, we thought we'd rectify the situation and introduce ourselves.



STEVE MERRETT

Position. The all-important Ed, Steve is responsible for dishing out reviews, writing reviews and overseeing the smooth running of the mag. Oh, he also chekks the speelin.

Favourite Games. Kick Off II, Rainbow Islands, Tennis Cup, Stunt Car Racer, Turrican, Skidz, Rick Dangerous, It Came From The Desert, Rocket Ranger, and Great Giana Sisters. Oh, any Leisure Suit Larry games.

Worst Games. Fire And Forget, Hot Rod, Peter Beardsley Soccer, The Running Man, and Fighting Soccer.

Favourite TV Progs. Doctor Who, Trap Door, The New Statesman, Coronation Street, and Black Adder.

Most Hated TV Progs. Anything with Brucie, Tarby, Tom O'Connor, and Kenny Lynch in it. Pro-Celebrity golf, that music programme that was on in the afternoon with some guy called Bobby Crush presenting it. Cannon and Ball's Casino, Neighbours, Home And Away, and Praise Be!

Favourite Films. Any George Romero Zombie films (especially Day and Dawn Of The Dead). Basket Case, Re-Animator, The Burning, the original Friday The 13th, and the re-makes of The Fly

and The Blob. In fact, any horror film with tons of blood and guts in them - not that you can get hold of them any more thanks to the censors (ooh, ohh, bit of moanin').

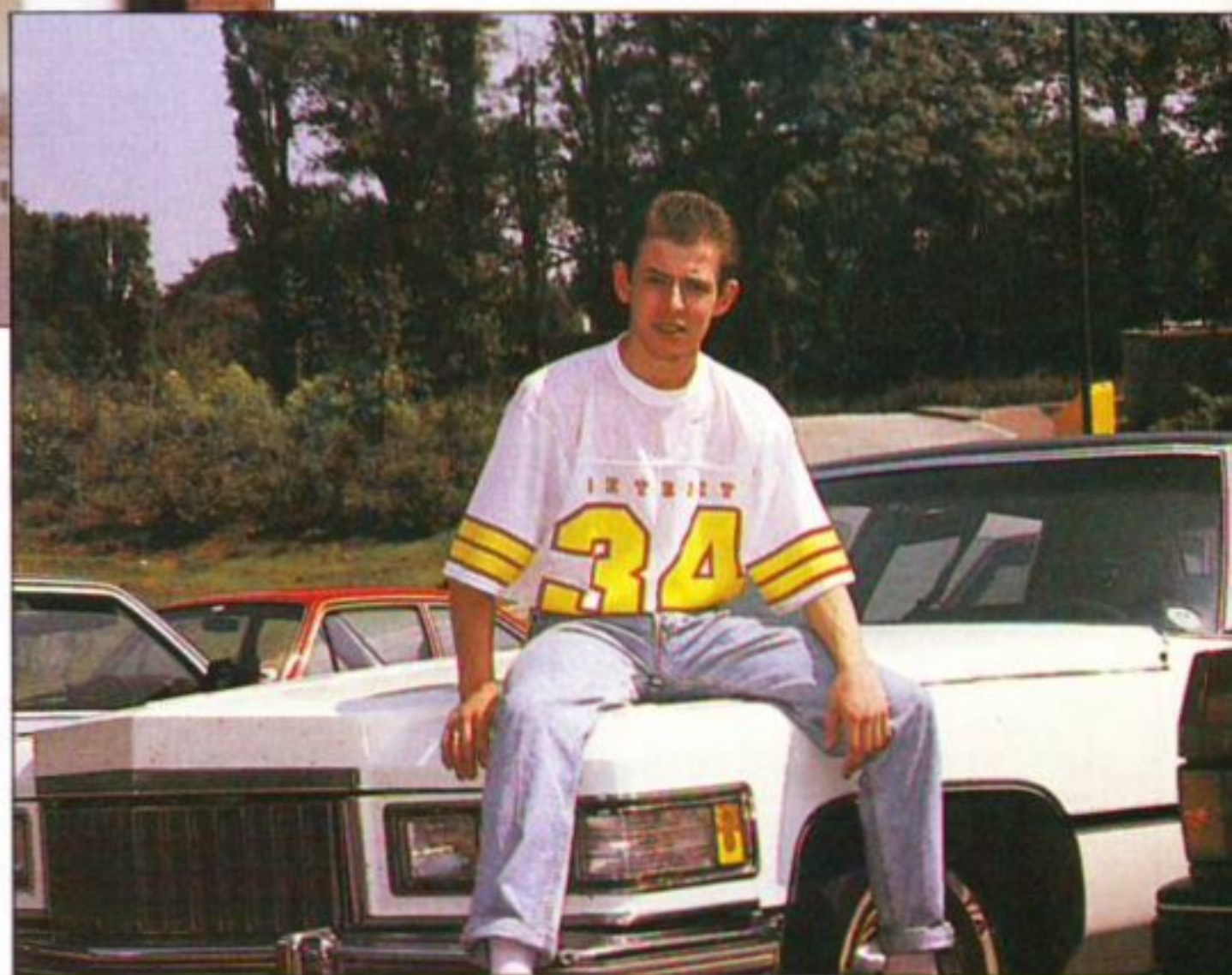
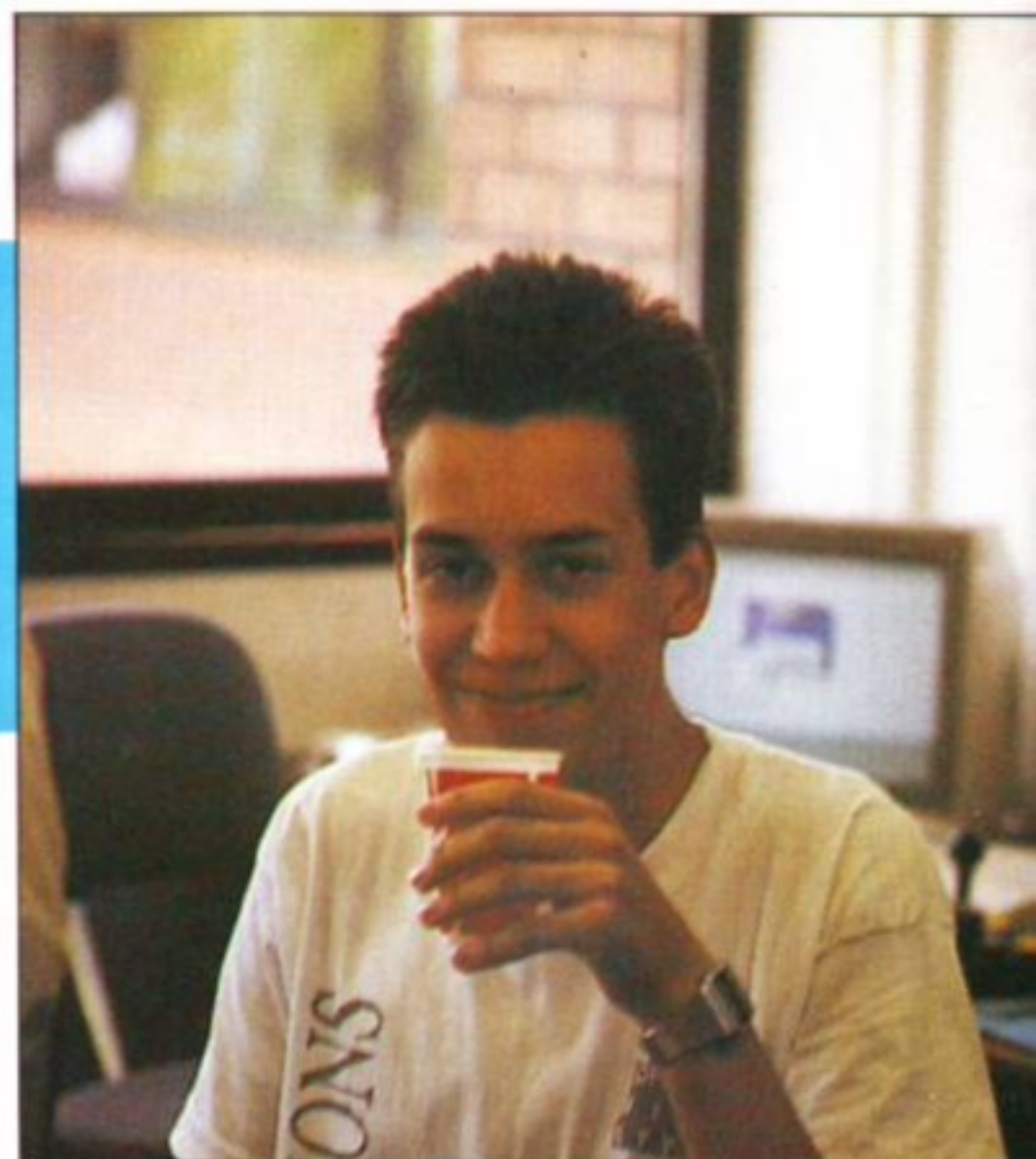
Hobbies. Collecting hooror films, reading Shaun Hutson books, beating everyone at Kick Off II. I also like reading Viz, Fangoria and Gorezone.

Likes. Sleeping in, playable games, sunny weather, Coke, McDonalds, beans and burger bites, taking the mick out of ST Action and supporting West Ham.

Dislikes. People who wear day-glo cagoules, crap games, boy racers in Capris (sorry Doug) - (only because you've failed your test three times Steve - Doug), pirating prats who feel they have to boast about it. Also companies that don't send out review copies of games because they know that they are crap.

Ambitions. For Amiga Action to win 'Magazine Of The Year' award.

Claim To Fame. When I used to manage a computer shop, Brian Cant opened it! Oh, and when I was at school, I got a lift to the school fete by the two Southampton players who were going to open it - I can't remember their names, though!



DOUG JOHNS

Position. Mr GTGA himself. As well as writing reviews for RPGs and 'brain games', Doug is the main man behind GTGA.

Favourite Games. Any RPG, especially the Bard's Tale games. Archon, Faery Tale Adventure, Rainbow Islands, Bubble Bobble.

Worst Games. Dark Century, Dark Dungeons by Anirog, Shinobi, Double Dragon II, Crazy Cars, Fire And Forget, and Offshore Warrior.

Favourite Films. Blade Runner, the Star Wars trilogy, both Alien and Aliens, any Clint Eastwood film, Highlander, any Schwarzenegger movie.

Favourite TV Progs. Black Adder, MTV, Naked Video, Star Trek, Eastenders.

Most Hated TV Progs. Aussie soaps, That's Life, Blue peter, Terry And June, The Holiday programme.

Hobbies. Role Playing, playing pool, collecting comics, driving my amazing car.

Likes. American cars, reading Viz, indie music, curries, McDonalds, and going to the pub.

Dislikes. Diego 'Cheating Git' Maradona, speeding fines, the Batman movie, rave music. Any Escort car.

Ambitions. To have lots of money, and to eventually get a Chevrolet Corvette Stingray.

Claim To Fame. I had my name printed in Zzap's high-score table years ago.

THAT'S ME

ALEX SIMMONS

Position. Our golden boy staff writer, Alex puts together the gallery and is responsible for most of the reviews per issue - especially the dire games nobody else wants to do!

Favourite Games. The fabulous Dungeon Master, The Leisure Suit Larry trilogy, F-19 Stealth on the ST, Speedball, Stunt Car Racer, Falcon and the mission disks, TMNT coin-op, Tennis Cup and Battlehawks 1942.

Worst Games. Galaxy Force II, Peter Beardsley's Soccer, Galactic Conquerer, Knight Force, Kelly X, Passing Shot and Wipe Out (Argh!).

Favourite TV Progs.

Neighbours, The Wonder Years, The Cosby show, The Chart Show, Teenage Mutant Hero Turtles and most other cartoons.

Most Hated TV Progs. Any American soap (i.e. Dallas), Joe 90, Emmerdale Farm, Cannon and Ball's Casino, Going for Gold and Opportunity Knocks.

Favourite Films. Beetlejuice, Robocop and Predator, Batman, the Terminator, Aliens, The Untouchables, and the Fly II.

Hobbies. Paintball, playing footie, squash, reading Garfield books and the TMNT comics (Eastman and Laird's version ONLY) and playing Tennis.

Likes. Cats (Especially

Barney and my other favourite, Garfield.), chips, salad cream, loads of chocolate, Coke, loud music, lying in, Suzuki Vitaras and walkmans.

Dislikes. Bogeys, the smell from Doug's socks, buses, the Northern weather, train-spotting, reviewing crap software (Cheers, Steve!) people calling me either Sandy, Gary, Gazza, Andy, and, for my last dislike, Phil!

Ambitions. To collect enough money to buy a Suzuki Vitara or maybe an expensive red sports car.

Claim To Fame. Haven't really got one, apart from being myself.

10 GAMES WE'VE PLAYED SO MUCH WE'VE KNACKERED THE DISKS! ONE GAME THAT STEVE NICKED AND WE'VE NEVER SEEN SINCE!

1. KICK OFF II
2. BATTLE OF BRITAIN
3. DUNGEON MASTER
4. BLOOD MONEY
5. STUNT CAR RACER
6. FALCON (PLUS MISSION DISKS)
7. SPEEDBALL
8. IT CAME FROM THE DESERT
9. RAINBOW ISLANDS
10. SIM CITY



MICHELLE BOWDEN

Position. A newcomer to the field, Michelle is our new reviewer. A dab hand with a joystick, she likes games that are sickeningly cute and ones that require a little grey matter.

Favourite Games. Skweek, Bubble Bobble, Ghostbusters, the original C64 version of Pitstop, Kikstart, Rainbow Islands, and New Zealand Story.

Worst Games. Ikari Warriors, Star Trek, and Forgotten Worlds.

Favourite TV Progs. Neighbours, Black Adder, Eastenders, Bagpuss, Trap Door, and Going Live.

Most Hated TV Progs. Tomorrow's World, Panorama, any regional news programme, Bullseye, any Sunday religious programme, Vic Reeve's Big Night Out, and any kids' programme they aren't as good as old stuff like The Clangers and Hector's House!).

Favourite Films. Watership Down, Batteries Not Included, Gremlins, No Way out, the original Ghostbusters, An Officer And A Gentleman, and Quadrophonia.

Likes. McDonalds, Wine, sleeping in late, driving, talking, tennis, my Mum and Dad, and spending money.

Dislikes. People who burp, getting up in the mornings, curries, ignorant people, and not finishing something I start.

Hobbies. Tennis, squash, sleeping, reading, music, and singing in the bath.

Ambition. To be really rich, famous and not have to work.

Claim To Fame. When I was a mere babe in arms, I starred in a film A Day In The Death Of Joe Egg (ten seconds screen time - beat that John Wayne!), and I won a beautiful baby contest whilst on holiday in the Isle Of Wight.

JANE GOLLNER

Position. Our in-house art production/ design bod who basically takes all of our lovely text and plonks it into the mag you see before you now - a feat responsible for her large collection of grey hairs.

Favourite Games. None at all - I don't play games. Oh, I did play Colorado once, does that count?

Worst Games. Colorado.

Favourite TV Progs. Wildlife On One, Victoria Wood, Miami Vice, anything that's got anything to do with Ben Elton, Rowan Atkinson or Rik Mayall.

Most Hated TV Progs. Eastenders, Top Of The Pops, and Open University.

Favourite Films. One Flew Over The Cuckoo's Nest, anything with Jack Nicholson in, Jerry Lewis in The Mad Professor, Flashdance, and any Michael Douglas film.

Hobbies. Playing the Saxophone, Painting, Squash, keeping fit, crashing out on a sun bed, carting (I came second in the Wilmslow Grand Prix), and eating Italian food.

Likes. Going abroad to hot places, going to jazz clubs (especially Ronnie Scott's), motorbikes - the bigger the better.

Dislikes. Working late, my Fiesta 1.1 (I disliked it so much I eventually wrote it off), computers that crash, rain, and men that scratch their bits in public.

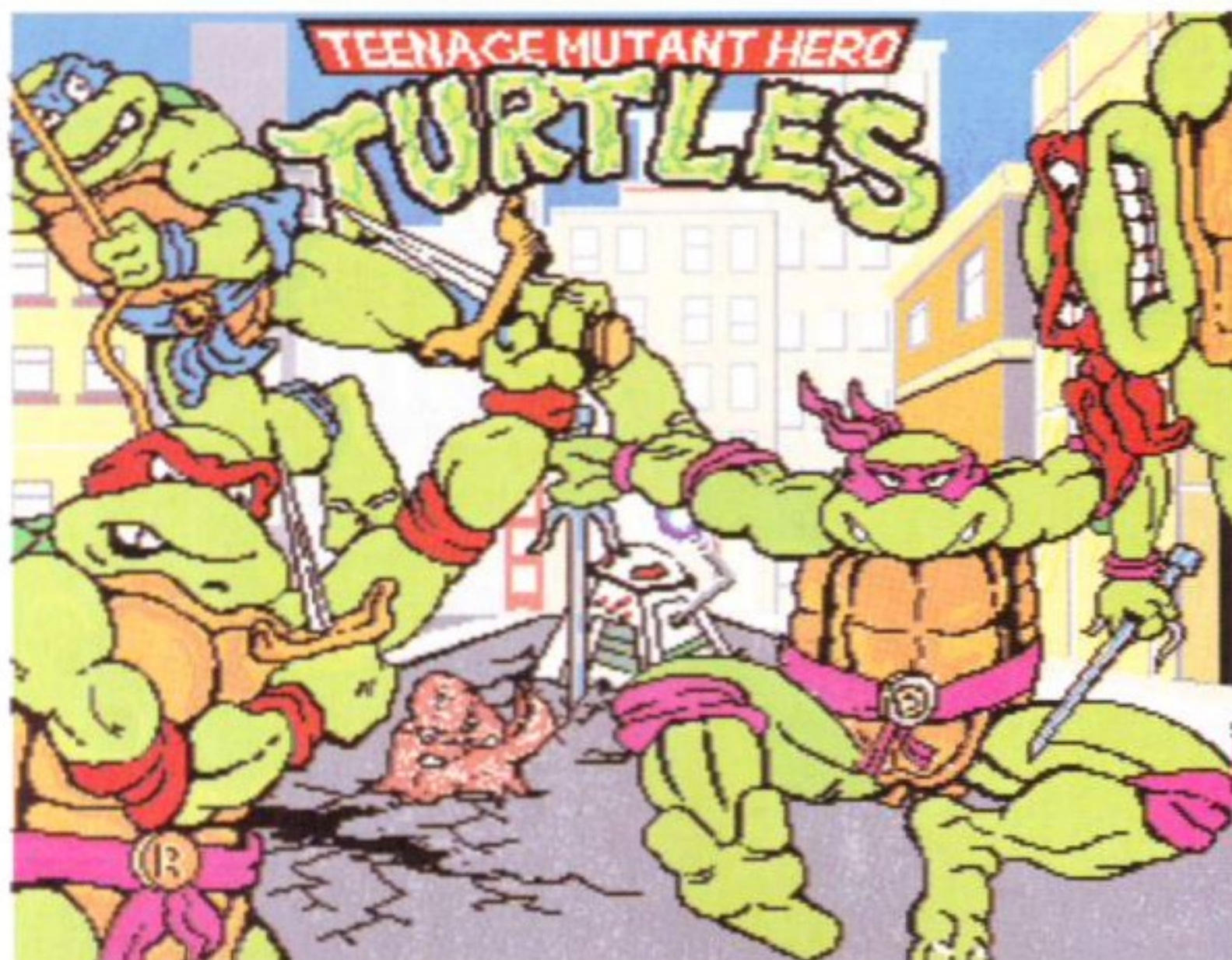
Ambitions. To work abroad as much as possible, and to be rich and famous. I wouldn't mind a Lamborghini, black with red leather interior off course.

Claim To Fame. I had breakfast with Bobby Ball once (oo-er)! And I designed an epaulette for a whole Italian regiment.



READER'S GALLERY

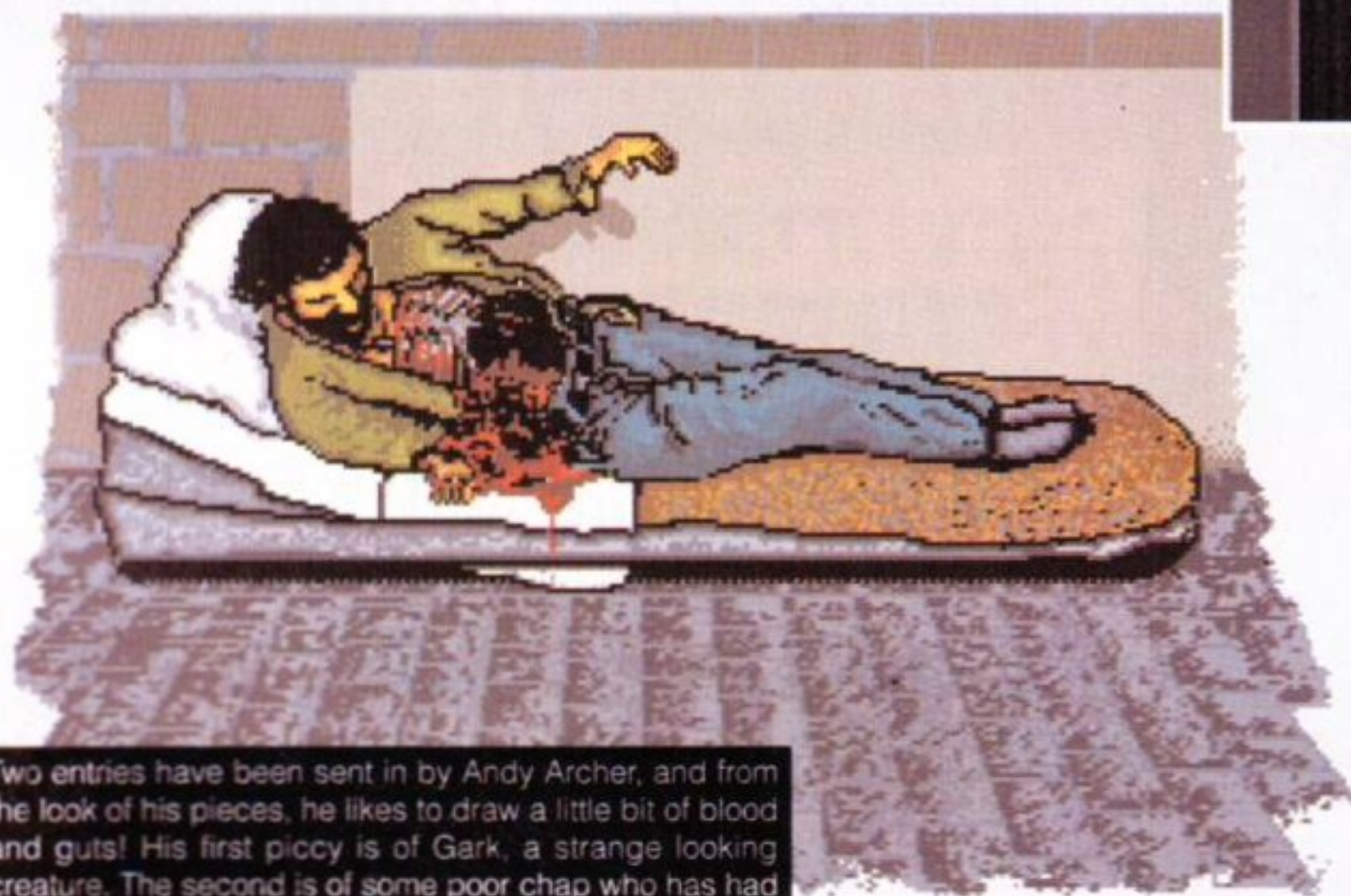
Well, here we are again and what a month it has been. I think the heat may be stopping you from beavering away at the various art packages you own as the Gallery was a littel short of entries. However, we managed to sort out the best of the bunch and here they are. Remember to keep your efforts coming in to our plush Macclesfield offices to me at: Alex Simmons, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



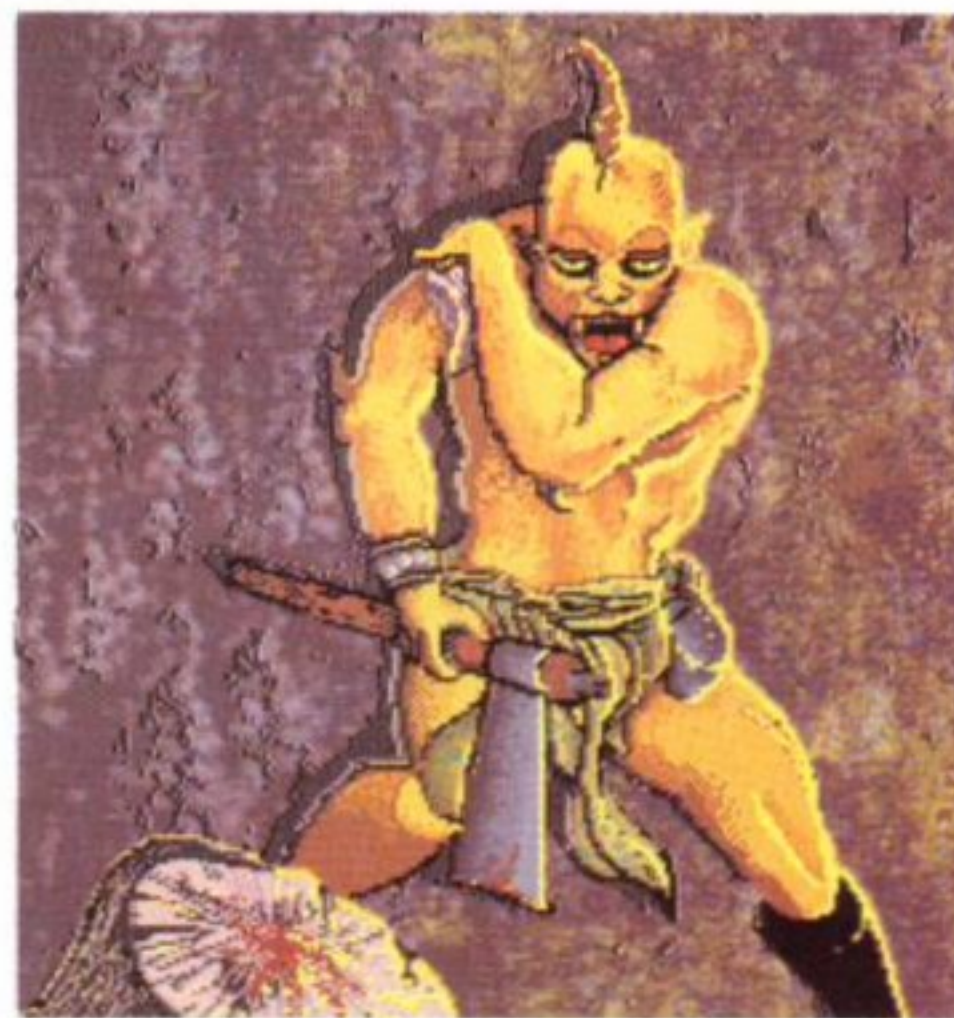
Once again the radical awesome of Mutant turtles have appeared thanks to someone who prefers to remain anonymous. Anyway, the picture is actually an auto boot disk and along with the picture came a music sample from the T.V. show - totally rad, dudes!



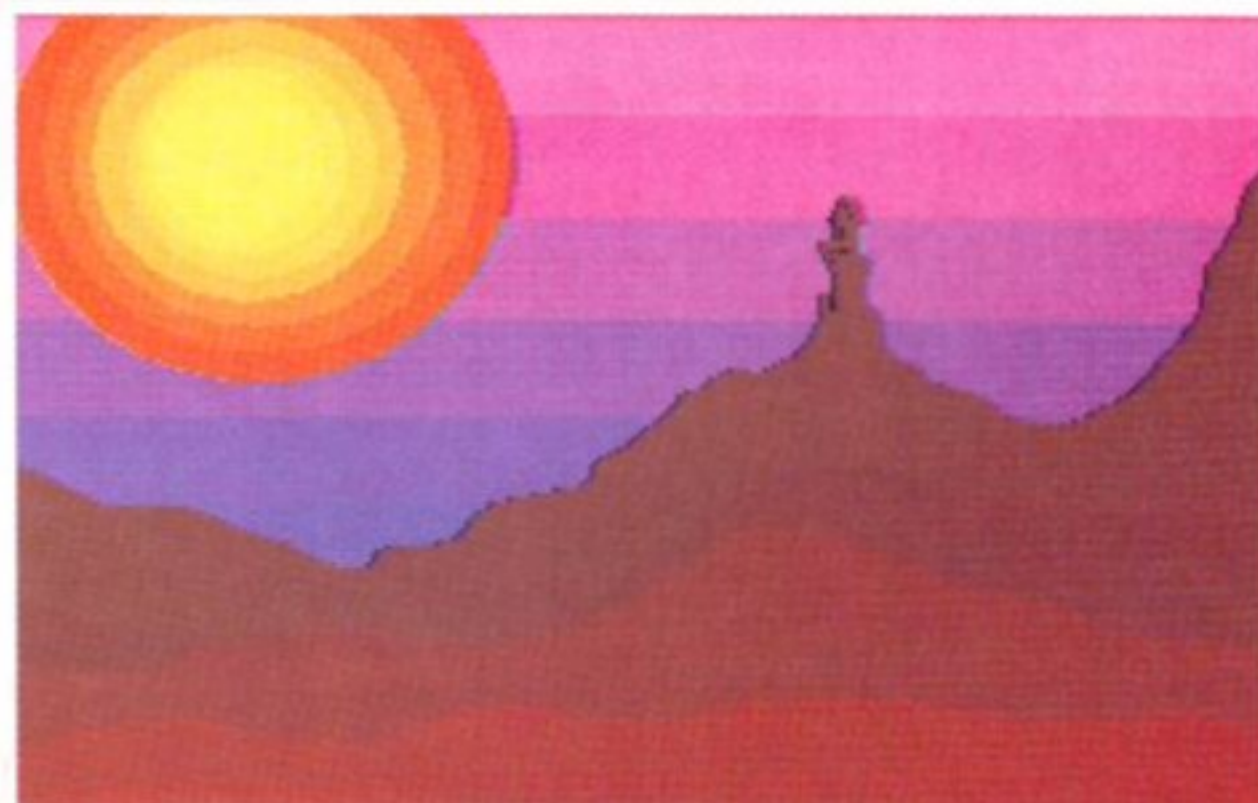
Dean Baker has submitted this along with some other samples of his work. Drawn on DPaint, the picture has been copied from a Sony Mega Bass Walkman. Keep up the good work.



Two entries have been sent in by Andy Archer, and from the look of his pieces, he likes to draw a little bit of blood and guts! His first piccy is of Gark, a strange looking creature. The second is of some poor chap who has had his guts blown apart and is left there to die horribly - lovely.



Eat your heart out, Andy Worhol! This rather dapper piccy of a Cherry Coke can has been sent by coincidentally, some bloke called And. Drawn on DPaint, I wonder if his effort will sell for the same prices as Worhol's Masterpieces.



Gavin Hariss has sent in this picture of a Castle on the landscape along with some other examples of his work. That's the last one this month. Keep cool and send in your efforts

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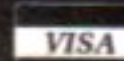
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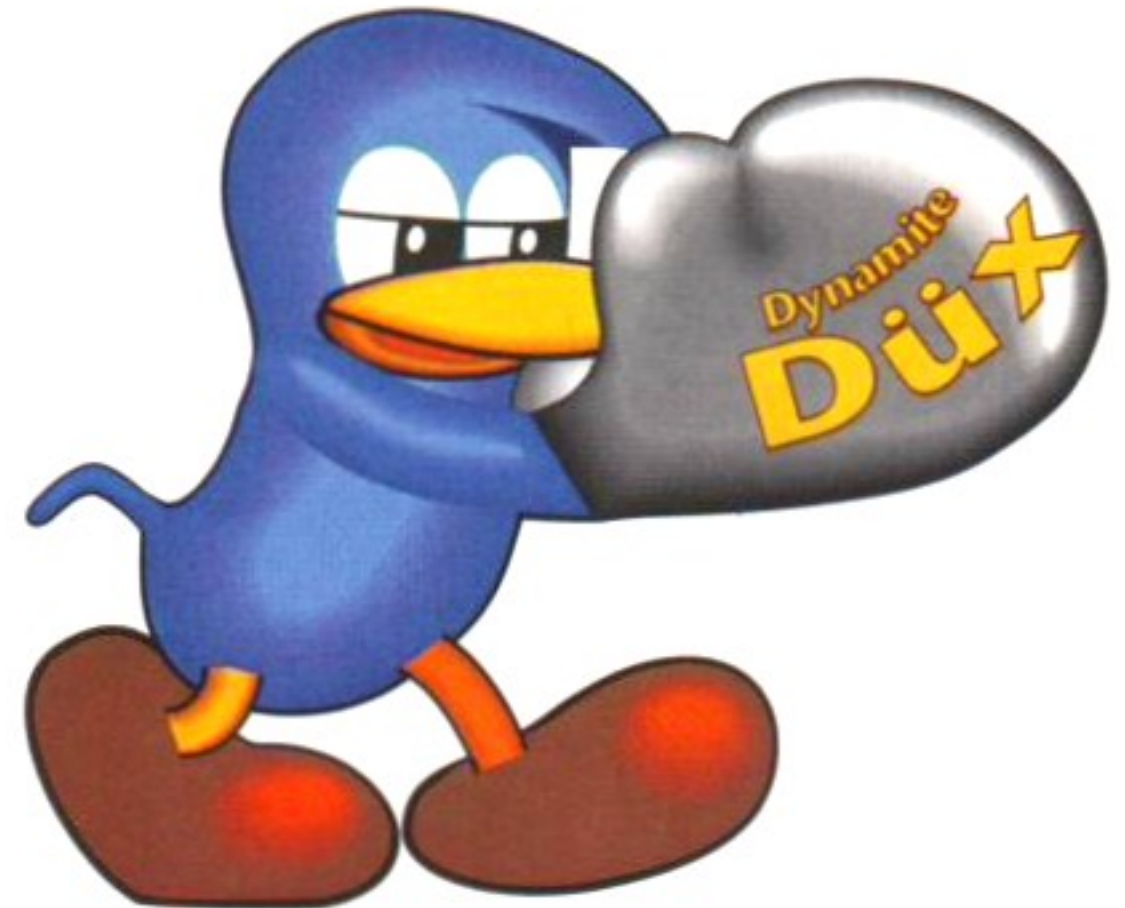
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TWELVE ACTION



ISSUE 1 Our very first issue brought you a magazine that was 100% colour, 100% Amiga and 100% action which combined to make the worlds number one Amiga games mag! Containing six classic games that were given the prestigious AA award, Amiga Action's

premier edition was a force to be reckoned with.



ISSUE 3 Infogrames set the standard of issue 3 with their excellent North and South. Powerdrift also saw its release on to the Amiga and won an AA award. A fantastic competition was launched where the lucky winner would earn himself a Double Dragon 2 coin-op and this was only a taste of things to come.

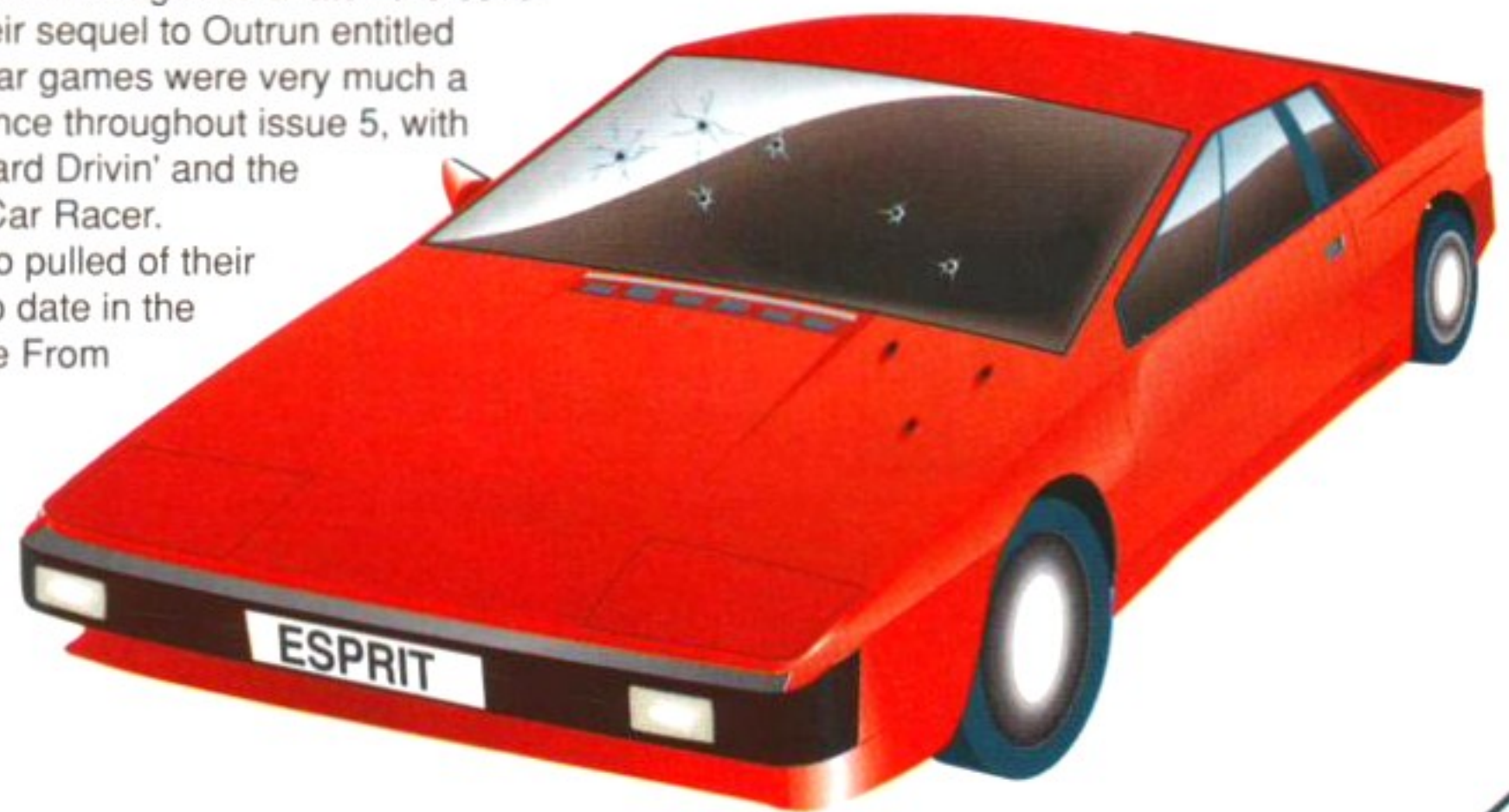


ISSUE 4

Although the cover concentrated mainly on the release of the long awaited Ghouls 'N' Ghosts, it was

Lucasfilm's Indiana Jones and the Last crusade that really snatched the limelight. The programmers behind Rick dangerous also made a welcome return with the excellent Switchblade. To coincide with the release of Ghouls 'N' Ghosts, U.S. Gold offered a selection of horror videos and a TV and Video to play them on in this months competition.

ISSUE 5 U.S. Gold managed to snatch the cover this time with their sequel to Outrun entitled Turbo Outrun. Car games were very much a common occurrence throughout issue 5, with the release of Hard Drivin' and the excellent Stunt Car Racer. Cinemaware also pulled of their greatest game to date in the shape of It Came From The Desert.



ISSUE 6

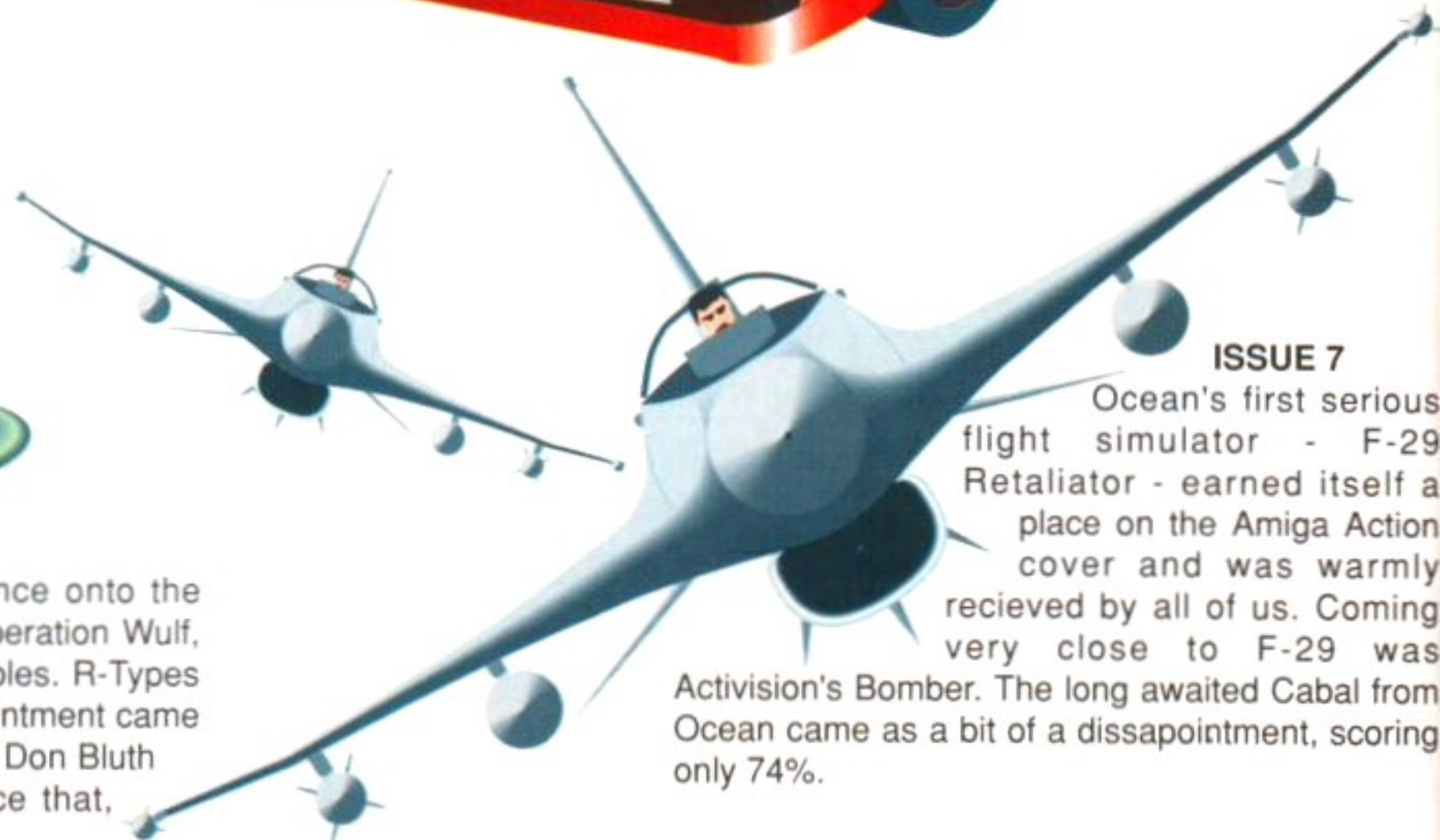
Ocean made a storming entrance onto the Amiga scene in March with their much waited sequel to Operation Wulf, Operation Thunderbolt and the film licence - The Untouchables. R-Types crown was knocked off by Rainbow Art's X-Out and disappointment came in Kick Off:Extra Time. Readysoft also continued their run of Don Bluth cartoon conversions with the visually stunning Space Ace that, unfortunately, was let down by poor gameplay.

ISSUE 2 With the great success and standard set by the first Amiga Action, issue 2 hit the newstands. Dynamite Dux adorned the cover and achieved itself the now coveted Amiga Action award. The flashy cover designs made Amiga Action a real eye catcher and no sooner were the shop shelves filled, the readers would rush in and completely clear them.

ISSUE 7

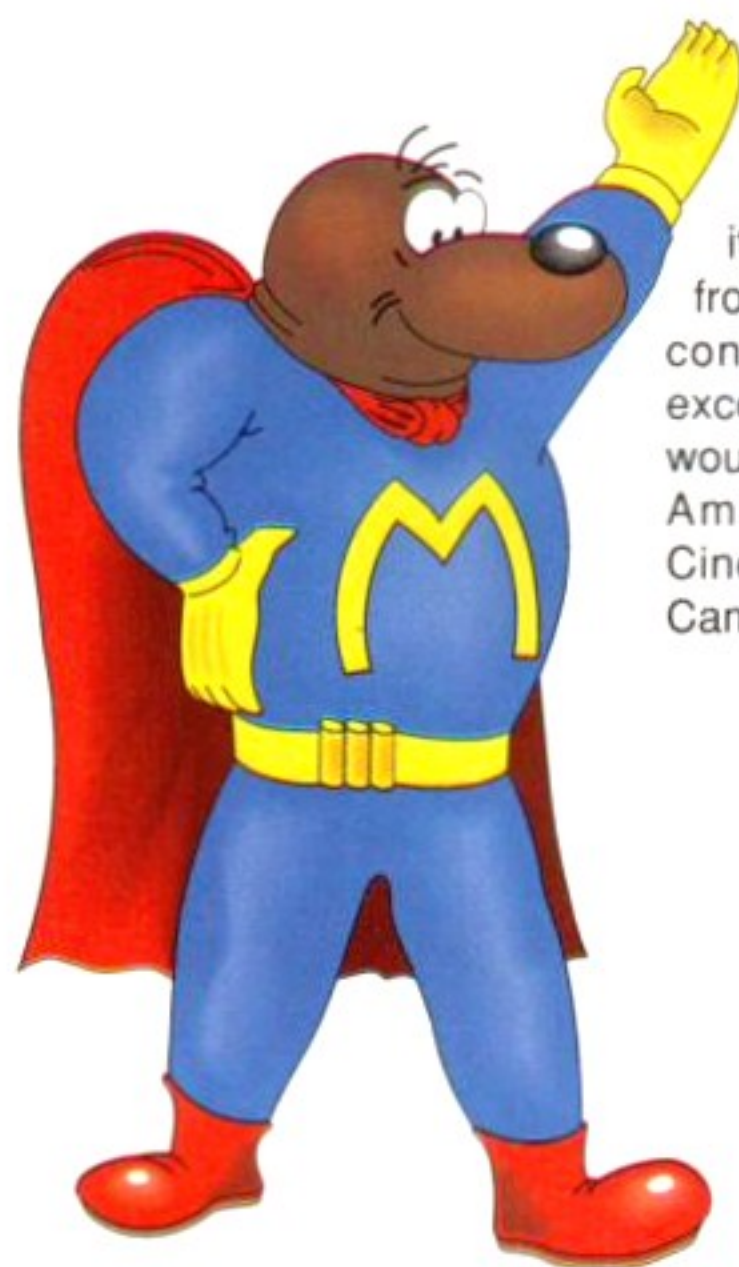
Ocean's first serious flight simulator - F-29 Retaliator - earned itself a place on the Amiga Action cover and was warmly recieved by all of us. Coming very close to F-29 was

Activision's Bomber. The long awaited Cabal from Ocean came as a bit of a disappointment, scoring only 74%.



PACKED MONTHS

ISSUE 8 Martial Art games have always been a firm favourite among Amiga gamers and Budokan continued this trend. Puzzle games were the major force in issue 8 with Pipemania and E-Motion. Pipemania was an incredible success and is still played feverishly in the office. Lost Patrol caused quite a stir among us and its release confirmed that Ocean were one of the leading software houses.



ISSUE 9 Everyone rejoiced at the coming of Monty Mole, all the way from the 8-bit computers. Monty had travelled far and come through many scrapes before eventually making it onto the Amiga and gaining an AA award. Also from the 8-bits came Manic Miner which had been converted perfectly to the 16-bit machines. The excellent Colorado, in which you took the part of a would-be Davey Crocket also impressed us all. The Amiga games scene was looking up and Cinemaware followed up their highly successful It Came From The Desert with the sequel - Antheds.



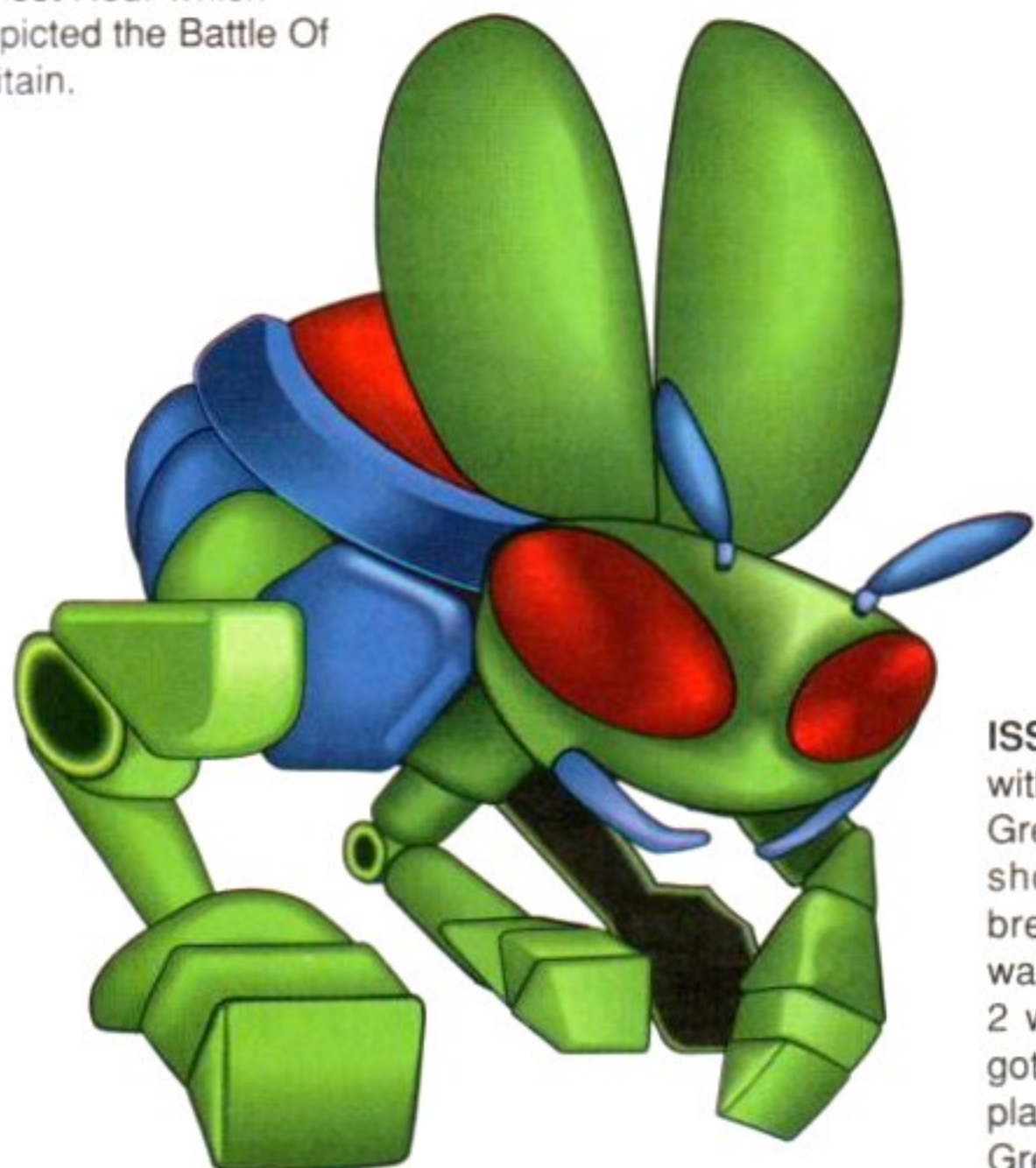
ISSUE 10 U.S. Gold's Dynasty Wars was the subject of this months Amiga Action while Freescape made a comeback with the superbly presented Castle Master. Mike Singleton also made a comeback with the fantastic Midwinter from Microprose which had you traipsing all over the polar caps while trying to defeat the bad guys. The tennis bug was also back and Tennis Cup had us reaching for the strawberries and cream. Lucasfilm continued their taste for perfection with the superbly accurate Their Finest Hour which depicted the Battle Of Britain.



I'm the chap responsible for the cover electronic art you've seen over the past year. When you've been an electronic artist for as long as I have, drone, witter, waffle, etc. Seriously, though, having been totally amazed by the graphic and sound capabilities of the Amiga since the early days, I went and bought an Atari ST, which is now relegated to sucking up data from my SY77 synth and HR16b drum machine (which just about sums up the ST's graphics for you!)

At risk of getting into another technosuperiority argument with Green and AJ of Amiga Confusing, I still prefer using my Macintosh IIfx, running Adobe Illustrator '88, which is my main tool (well, next-to-main tool), although some of the stuff I see them put out using their Amigas does amaze me (not so much what it does, just that it does!). Their efforts at Amiga videodigitising, cheap and crappy though it is, shows that it is a remarkably effective graphic implement.

One of the biggest thrills I still get is when readers send in their renditions of my Amiga Action logo. What a compliment! Not as good as 14 days of fun with three redheads in 7% gravity, but close nevertheless. Obviously, this shows that Amiga owners are a more visually appreciative lot. Though this doesn't explain why nobody's noticed that the boggit's tree appears to be made of large bricks. Ian K Tindale, L, DL & D Ltd.



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ISSUE 11 Everyone was really impressed with Ian's cover for issue 11 which depicted Gremlin's long awaited Venus, an insectoid shoot 'em-up. After waiting with baited breath for Shadow Warriors, the release was rather a disappointment. Still, Kick Off 2 was excellent and Steve Merrett hardly got any work done for all the days he spent playing it. Combo Racer was also a hit for Gremlin - not a bad issue for them in all.

ISSUE 12 With all of that behind us now, Amiga Action hits the 12th issue and promises to be even better in the next twelve months. Things can only get better. Before we go, a quick mention to all those people most important of all who have made Amiga Action's success possible - you, the reader. Without you there would have been no magazine, so thanks again and keep reading.

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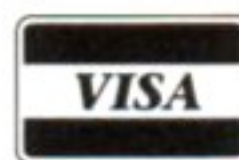
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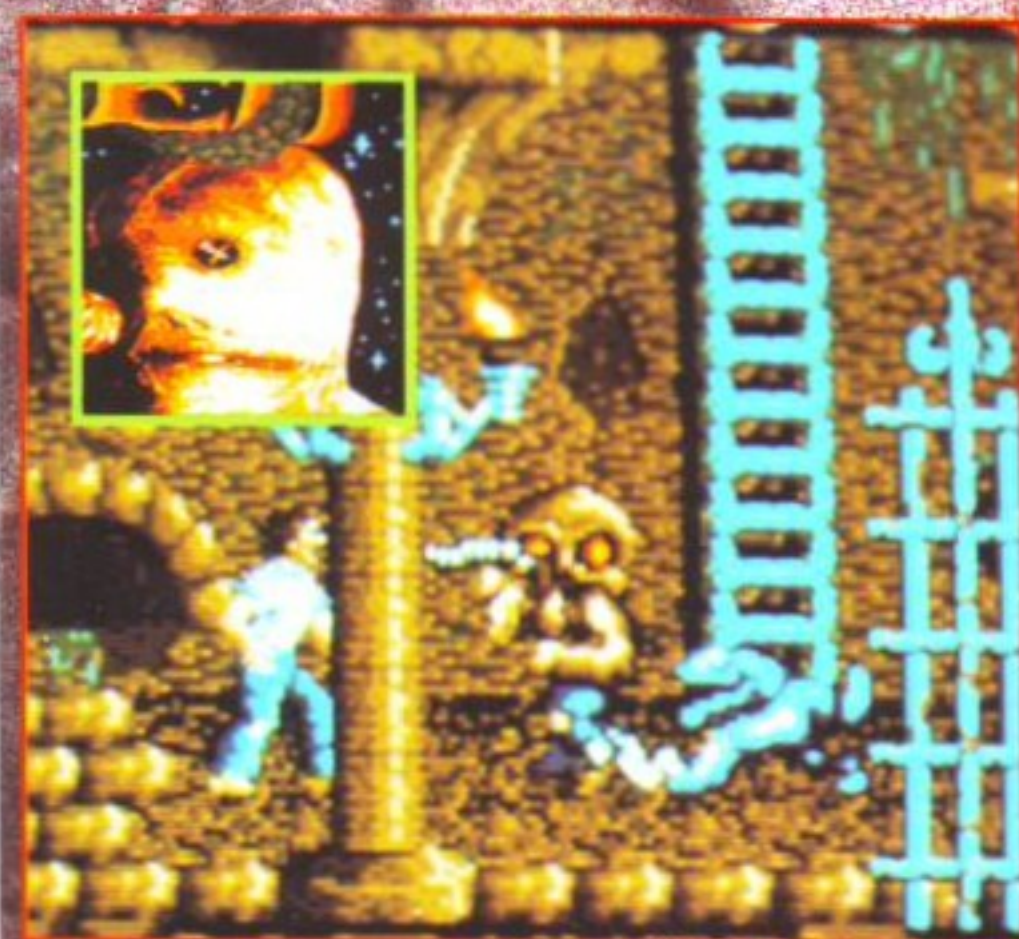
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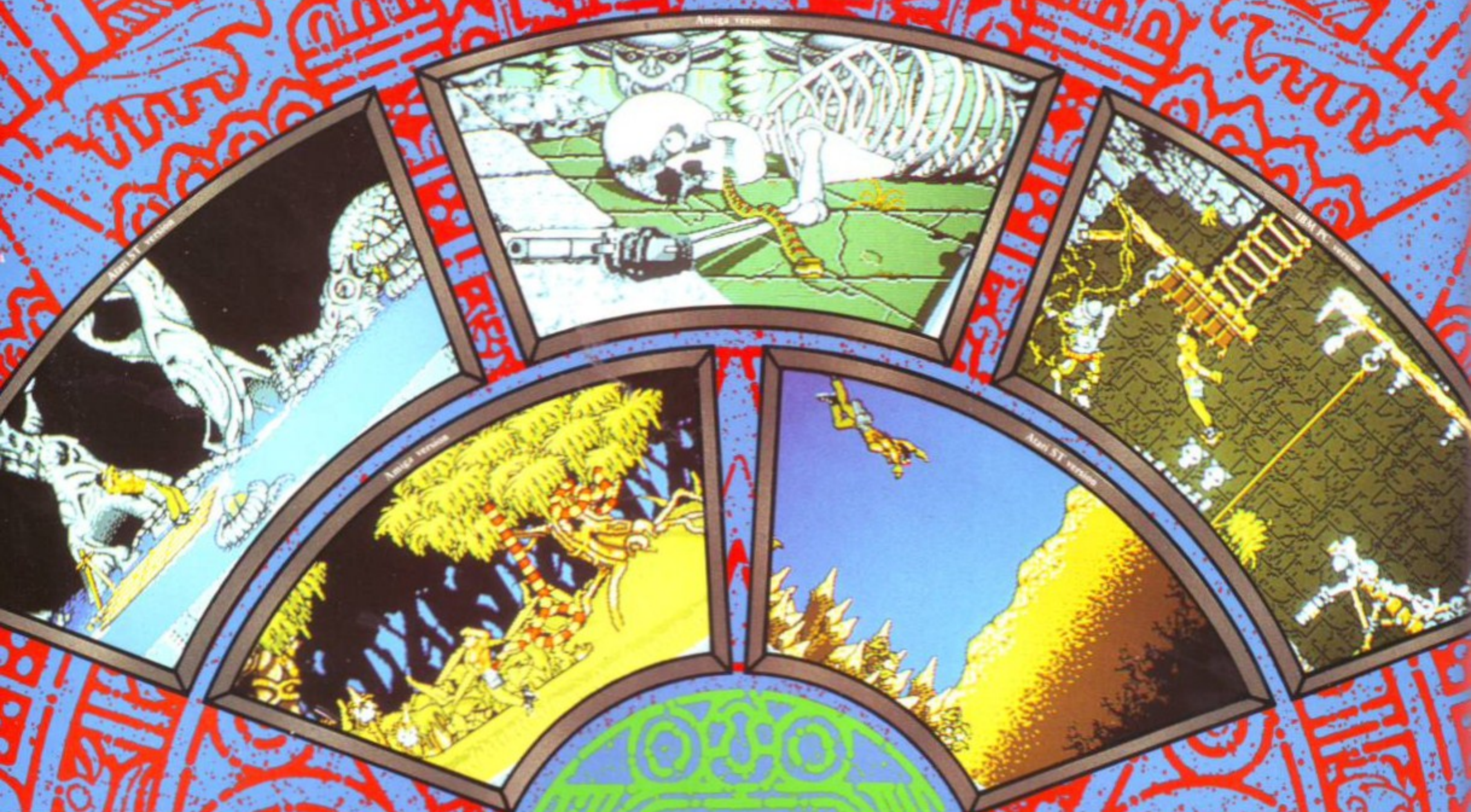
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